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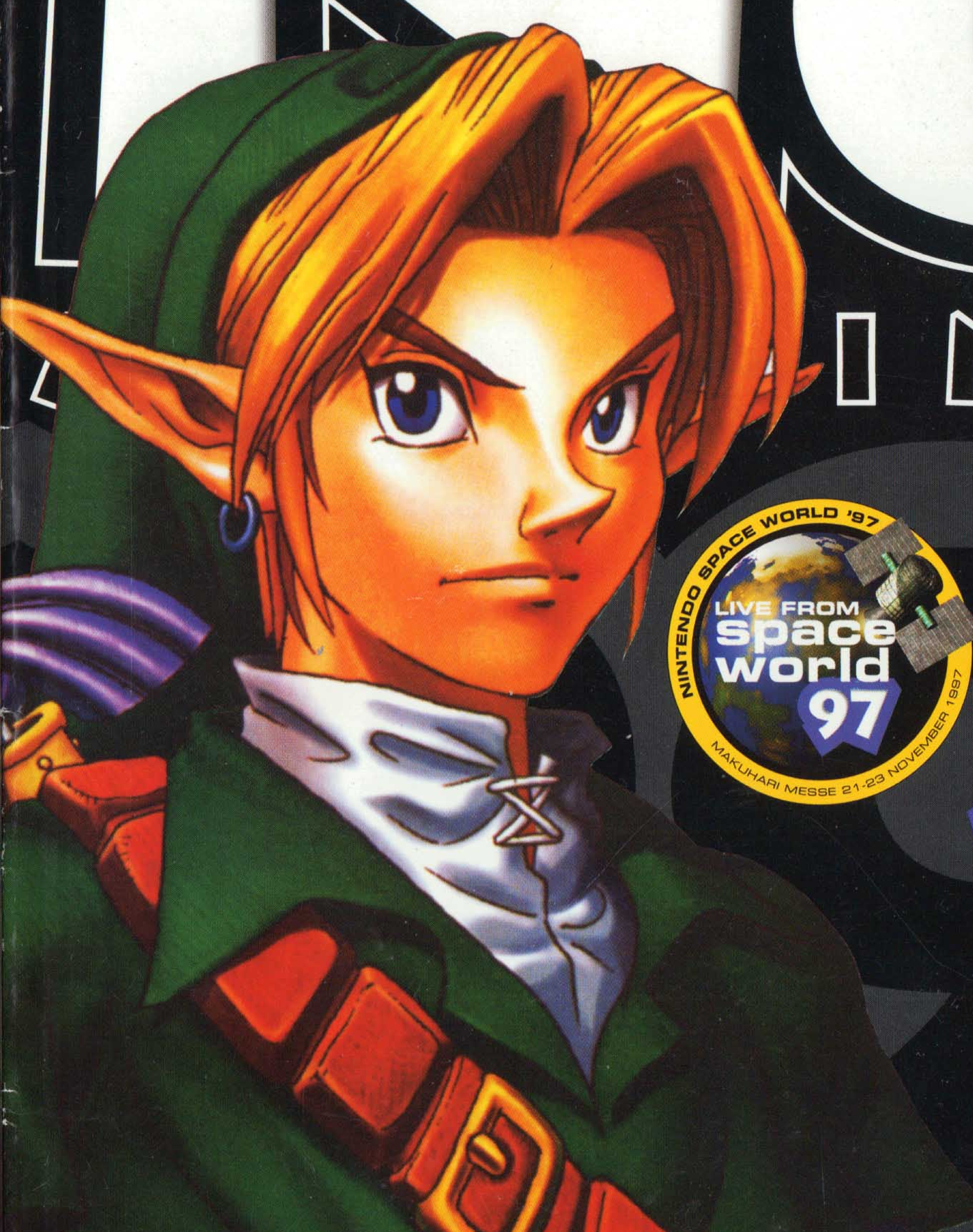

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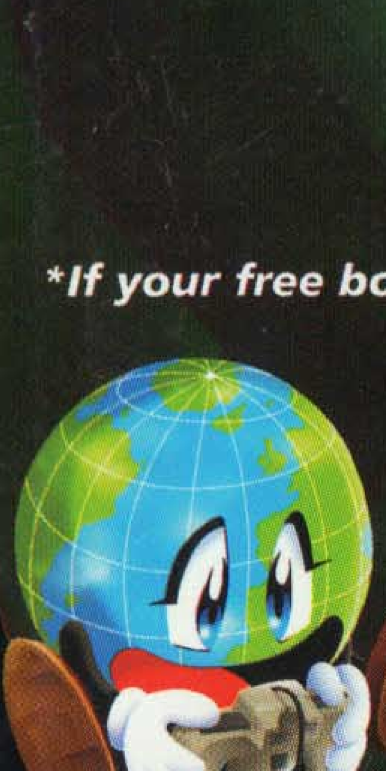

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ADVENTURERS
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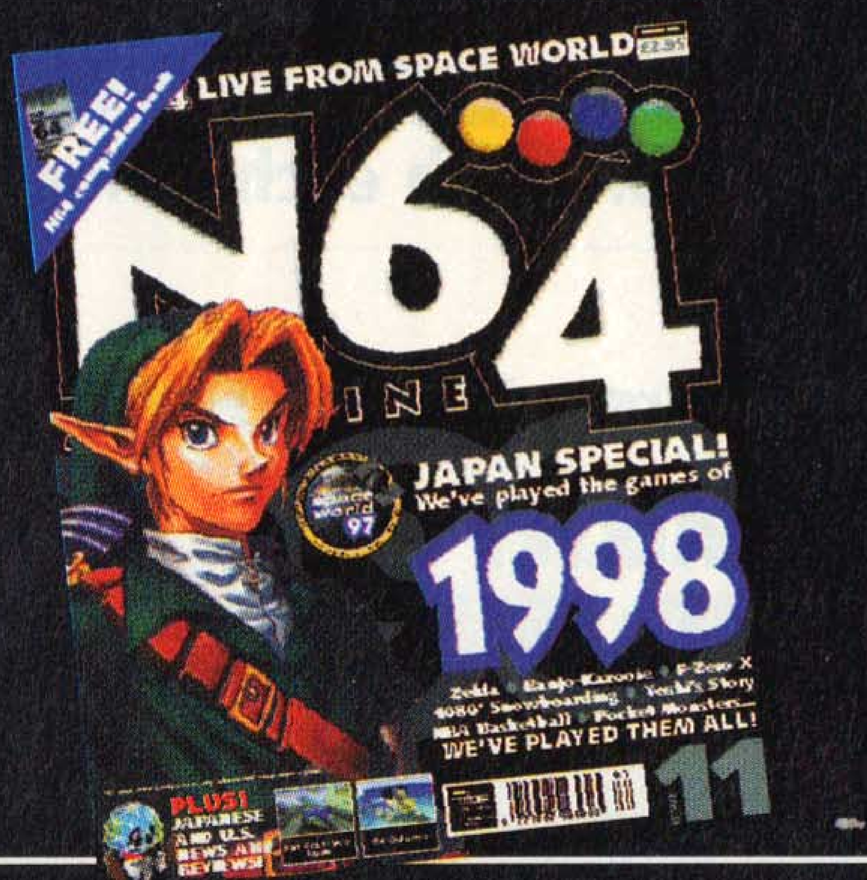
HOW N64 MAGAZINE WORKS

N64 Magazine is the best Nintendo magazine money can buy. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



WELCOME TO N64 MAGAZINE

And so, as the final, mumbled bars of Auld Lang Syne die away, and everyone tries to remember what day you're meant to take the tree down on, we find ourselves staring down the barrel of a new year.

I must confess that I couldn't see much wrong with the old one. It was a bit quiet, I suppose. And I never did clean out the fridge. But 1997 brought us the N64, and *Super Mario 64*, and *Mario Kart 64*, and *GoldenEye 007*. If what we saw at the Nintendo Space World show in Tokyo is any indication, though, 1998 should be at least twice as good.

Don't underestimate *Yoshi's Story*, for example. Despite its Children's BBC appearance it's crammed with weird characters and hilarious things to do. James hasn't laughed so much since… well, he's never laughed at all. Unless you count a sort of asthmatic wheeze. We're expecting the Japanese version in any minute now, so we'll be able to tell you all about it in the next issue.

The 64DD is… er, let's just say it's 'interesting'. The hardware is certainly everything that was promised. And we'll assume the weird pop star demos Nintendo were showing are just one aspect of its capabilities, and they're working on piles of exciting games as well.

Best of all, though, *Zelda* is feet-stampingly, stick-wavingly good. The fighting is amazing, especially when you get to the colossal boss they were demonstrating at Space World. And the graphics make *Lylat Wars* look like you've got your telly turned off. We want it so much that our tummies go tight and we lose our appetites when we think about it.

I went to make a cup of tea this morning and noticed the kitchen floor was squishier than usual underfoot. Peering closely at it, I discovered the entire kitchen had been invaded by tiny caterpillars. They were climbing up the cooker, exploring the sink, and even trying to get into my Weetaflakes. What do they want? I'll have to wait and see, I suppose.

Happy new year!

JONATHAN DAVIES
EDITOR

GO! GO!

N64 FOR NINTENDO 64 FANS Issue 11, January 1998

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THE GAMES OF 1998

Fresh from Nintendo's Space World show, a feast of N64 stuff for next year...

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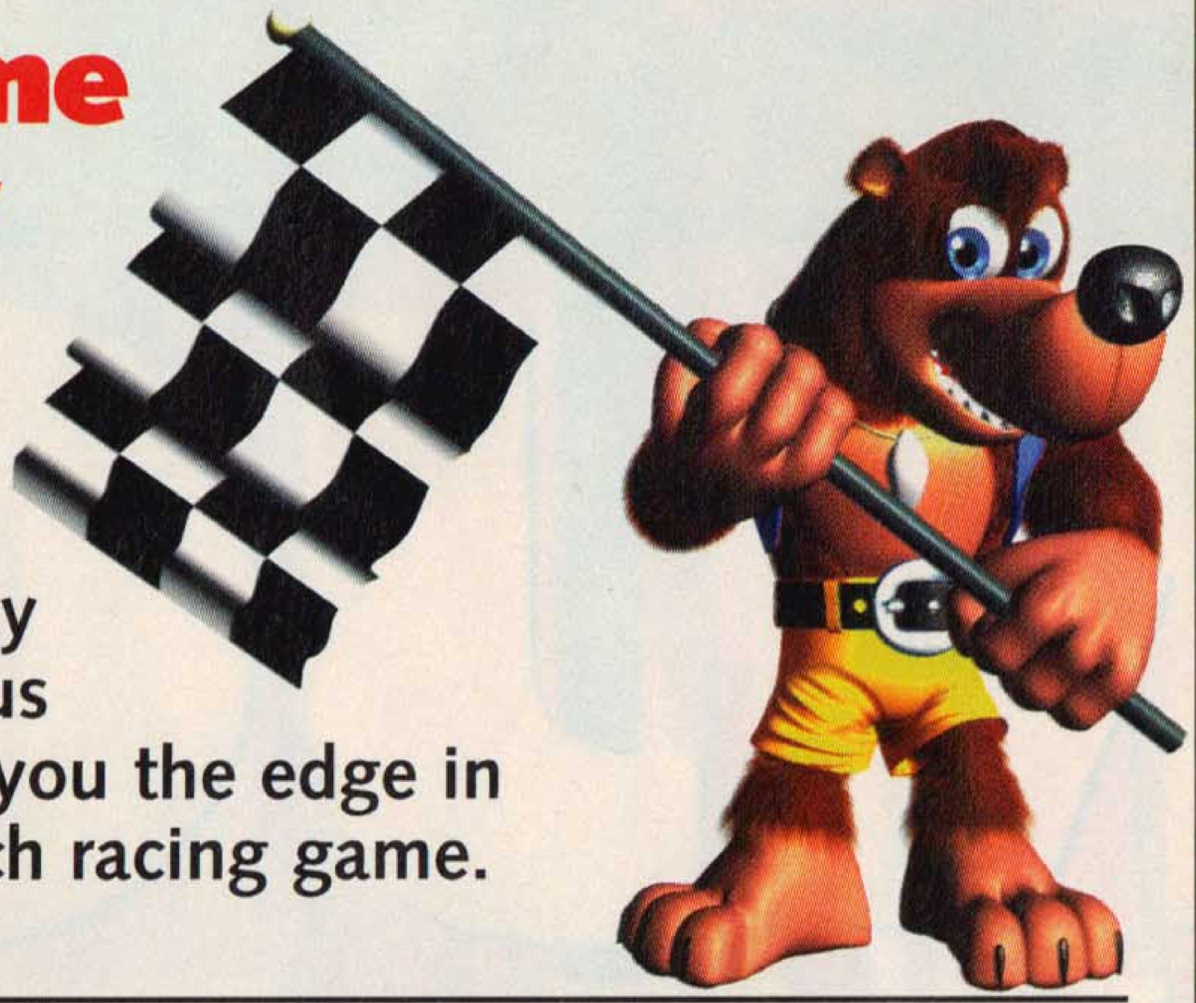


FUTURE LOOK – Big news on the big games

REGULARS

The female demonstrators at Space World were wearing Banjo costumes. With shirts.

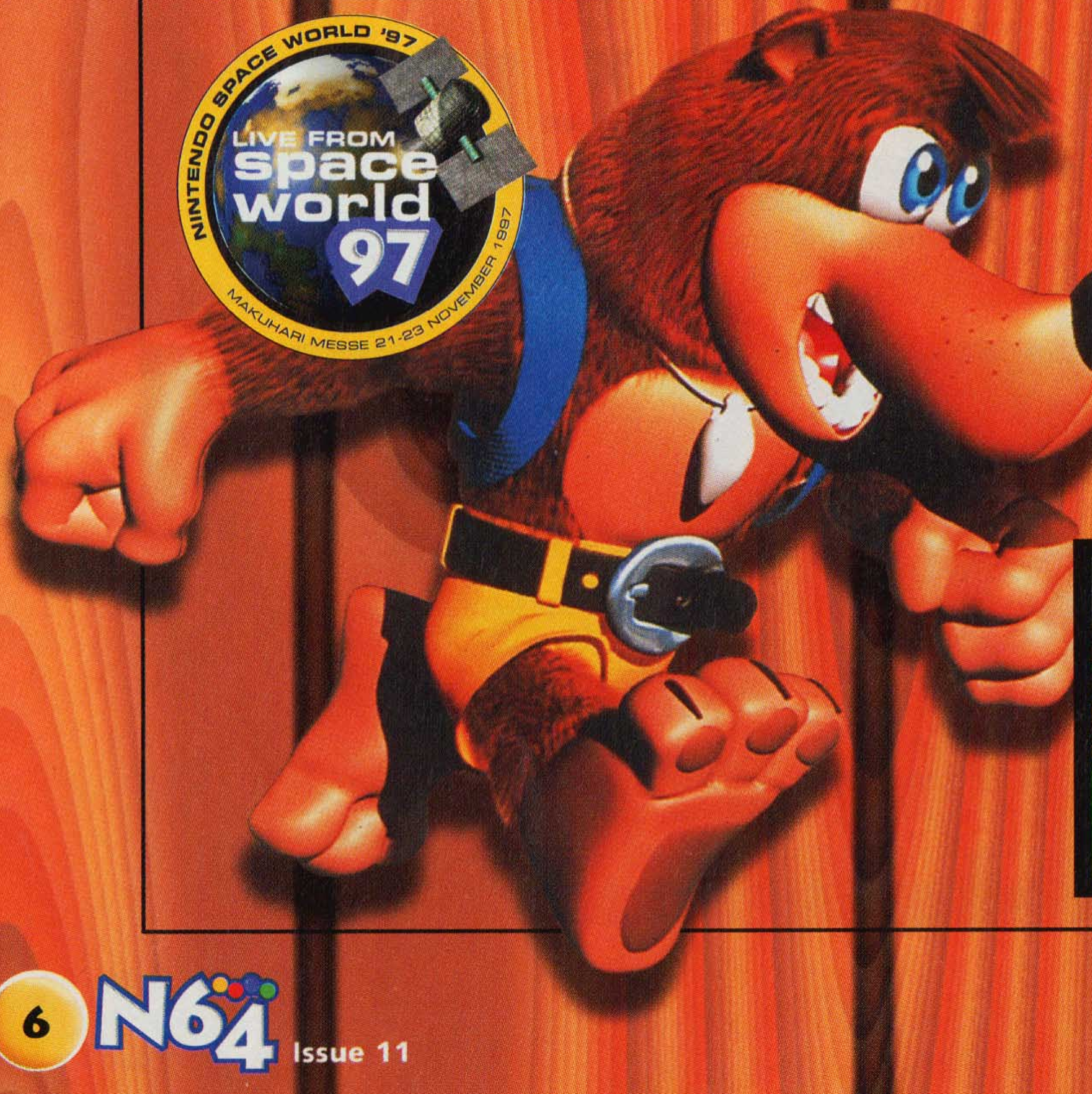
Semi-transparency effects, ahoy! This chap looks a bit miserable.

This bull, on the other hand, just looks unreasonably angry.

BANJO-KAZ

bouncing by with

Banjo-Kazooie	
RARE/NINTENDO	
April	1
Rest of World April	



We didn't actually play this bit, but we'd hazard you need a cunning strategy to get past this big bull. Those horns!

△ *This is a shot taken from the Silicon Graphics workstation used to program the game at Rare – hence the higher resolution.*

Kazooie can fly with Banjo for very short distances – he's a heavy chap for a small bird. ▷

OOIE

bird and big bear

△ *You need to collect a hundred of these musical note things per level.*

Z*elda* naturally stole much of the limelight at Nintendo's Space World, and deservedly so. However, *Banjo-Kazooie* was, for many of us here at N64 Magazine, the highlight of the show, principally because (and here certain other developers may want to look away for a second) it was FUN. It was also a big surprise, having been vaunted by some of those who'd had an early look as primarily a kids' game. Well, we all spent a fair time playing it (we did not, contrary to rumour, get kicked off the machine for being on too long – that was someone else) and we can attest that Banjo's antics will appeal to gamers of all ages. Gamers of all ages who like having fun, that is. Not the grumpy ones.

The opening sequence is the sort of wonderful introduction to the game that we've come to expect, depositing you in a central hall from where you select your next adventure. Namco, Nintendo and Acclaim have all recently made use of the 'central hall' as a vehicle for accessing different worlds. Rare's attempt in *Banjo-Kazooie* therefore raises the tiresomely inevitable cries of 'derivative', which is just, well, plain silly. What better way to present various paths to your character? It's a whole lot better than having to exit the action and go to a separate select screen. And in *Banjo-Kazooie*, the hall is a cave. Because he's a bear. So stop complaining.

Once you're into the game itself, *Banjo-Kazooie* creates an impressive atmosphere. *Turok* was probably the last game to achieve such a thorough sense of immersion in the game's world. But that has a lot to do with the fact that it doesn't let you see more than 20 feet in front of you. Rather like driving in heavy fog when it's raining. At night. Which is enough to get anyone involved in the 'action'. Banjo-Kazooie, on the other hand, employs a graphical opulence that leaves *Mario* looking a bit chilly. Jump into the water, for example, and incredibly realistic ripples spread out over the surface. And there are some great trees to climb up.

Added to that, the sections we saw presented an altogether more realistic environment. That is, if you can use the term 'realistic' in reference to a world inhabited by enemies like giant crabs (always particularly nasty) and bug-eyed crocodiles, whose principal character is a brown bear with a bird in his rucksack. But the thing is, the worlds don't look like they've been dreamt up by a graphic designer somewhere who thinks a universe made entirely of blocks of Tofu would look cool (for instance). There's a swamp, a desert valley, a seaside cove, a mountain range and a series of caves, all managing to enhance your impression of being a part of proceedings.

To say 'principal character', though, is to do Kazooie a great injustice. As you'll already know, one of *Banjo-Kazooie*'s innovations is that you can switch between controlling Banjo and controlling Kazooie when the situation demands. Unlike previous attempts at this kind of swapping system, Rare have ensured that the decision to change between the two is not simply a matter of personal preference.

Each character has different attributes so, for example, you may

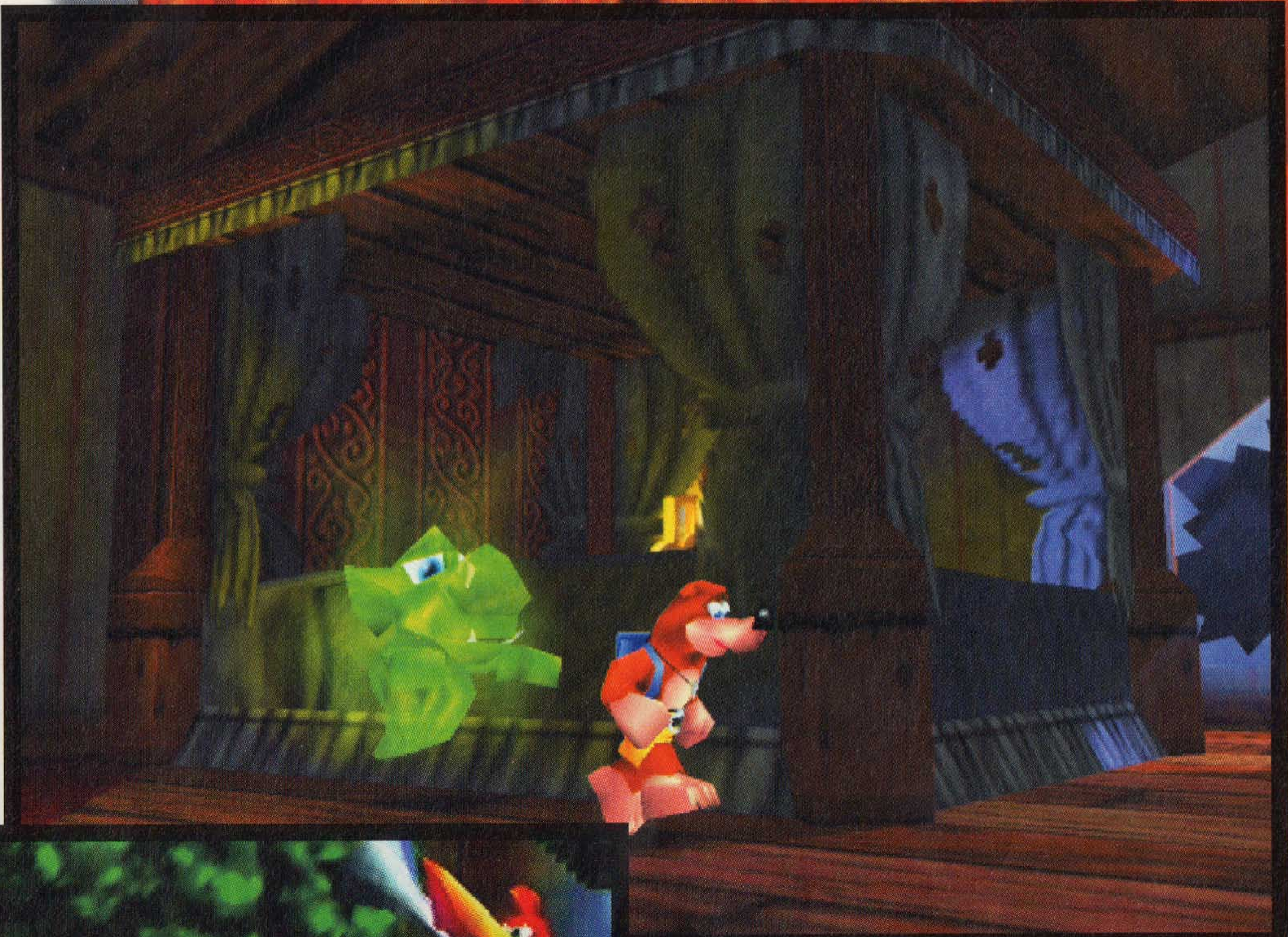
GO! GO! ▷

wish to use Banjo to swim through an underwater cavern, but switch to Kazooie when, reaching the surface, you find yourself staring at a sheer cliff face with nowhere to go but up. Bears not being terribly proficient at climbing sheer rock faces, you see. The command buttons take a bit of getting used to (see boxout), but once mastered, the character-switching feature is outstanding. Other action adventures suddenly seem like a very lonely experience.

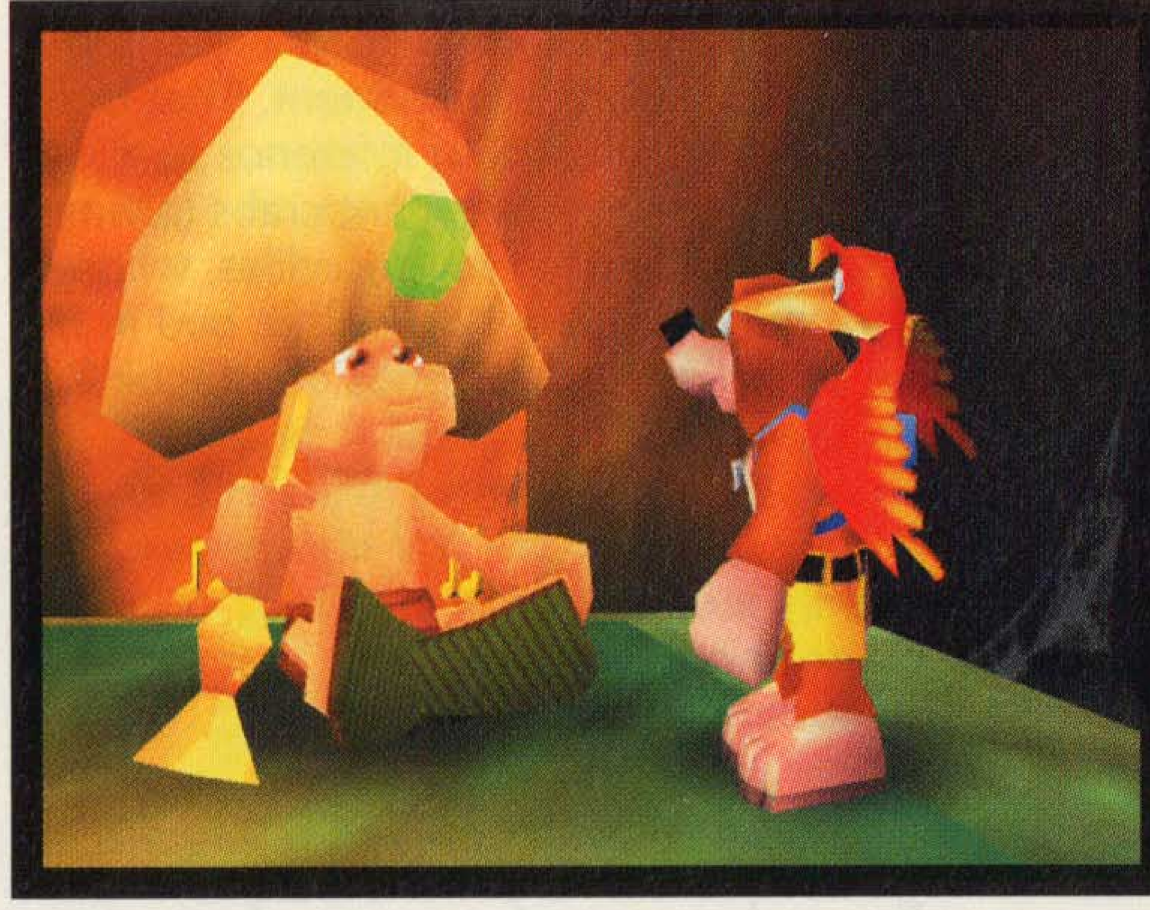
The enemies are as cute as the two goodies you control. Cute in a ferociously life-threatening manner, of course. There are sharks and giant mechanical fish (lurking underwater on the cove level) for a start, and a genuinely alarming huge lizard-type wotsit which pops out of an entrance you're passing when you least expect it. It's more of a shocker than it may sound here.

The adventurers are equipped with all manner of attacks to deal with this, however, and are not in the least bit scared. Your first enemy, for instance, is a massive crab who trots out of the small lagoon you've just landed in (gently, if you get Kazooie to fly you down, with a great bump if you don't). Disposing of him presents you with a choice. Do you simply roll into him with Banjo, rendering your foe helpless as he's flipped onto his back? Or get Kazooie to lift you into the air above him and execute a deadly dive-bomb attack? Or perhaps stay on terra firma but have Kazooie perform his running beak-attack? All great fun to watch, and guaranteed to put the kybosh on your enemies.

The game is to be Rumble Pak compatible, although it must be said that we didn't really notice any feedback. Maybe we were just too absorbed in the game.



△ Banjo runs like an oversized toddler on a slightly out-of-control dash for the toybox. Endearing.



◁ *Intro sequence. Banjo plays a guitar and Kazooie plays a trumpet. Yes, we think that's right...*

Where do you want to go today?

The rather silly names of the four worlds available at the start are: Mambo's Mountain, Treasure Trove Cove, Clanker's Cavern, Bubble Gloop Swamp and Gobi's Valley.

Your main task in each of the worlds is to collect 100 musical notes, along with various bits of a puzzle, which can be found throughout the many stages (we counted 7, 8, and 9). Your energy is represented by five honey cells (ain't it cute?), which can be replenished after attacking certain enemies, whose destruction relinquishes an extra honey cell.

Live from Space World
The Space World video showed plenty of in-game footage of Banjo-Kazooie. Nintendo clearly have big hopes for the game.

△ Talk to a palm tree seated on the back of a camel. As a bear. Only in computer games...

More Silicon Graphics high-res nonsense. ▽

△ Friends? No we wouldn't have thought so, either.

Kazooie carry Banjo. Surprisingly strong those legs, despite their diameter. ▽

Bag of tricks

It took us ages to get the hang of *Banjo-Kazooie*'s controls, mainly because there are so many of them. Here's what we managed to work out:

Top-C – first person view
Trigger – duck (or, while running, slide)
Trigger + Top-C – use item

The camera, as in *Zelda*, is automatic, except that you can switch to a first-bear view by pressing Top-C (the button, not the note). The roll (B while running) is an excellent defensive manoeuvre, as it kills the enemy without exposing you to attack. Albeit one for softies. And he looks like a gorilla when he does it, as opposed to a brown bear.

Hit B to summon your pal from his cosy nest on your back. He can help you swim underwater using the long sweep of his wings, but steering is far more tricky. Better to stick with Banjo's paddle if you need to negotiate any twists and turns. Holding down the trigger and pressing Bottom-C causes Kazooie to hoick his furry friend up onto his back and use his long, more agile stride to tackle inclines and suchlike. Pressing A in place of the C button makes you airborne, although for a simple flutter-jump, just tap A a couple of times.

Giving them the bird

Jump + Trigger – dive bomb attack
Trigger + B – beak attack
Trigger + Right-C – egg missile to front
Trigger + Left-C – egg missile to back

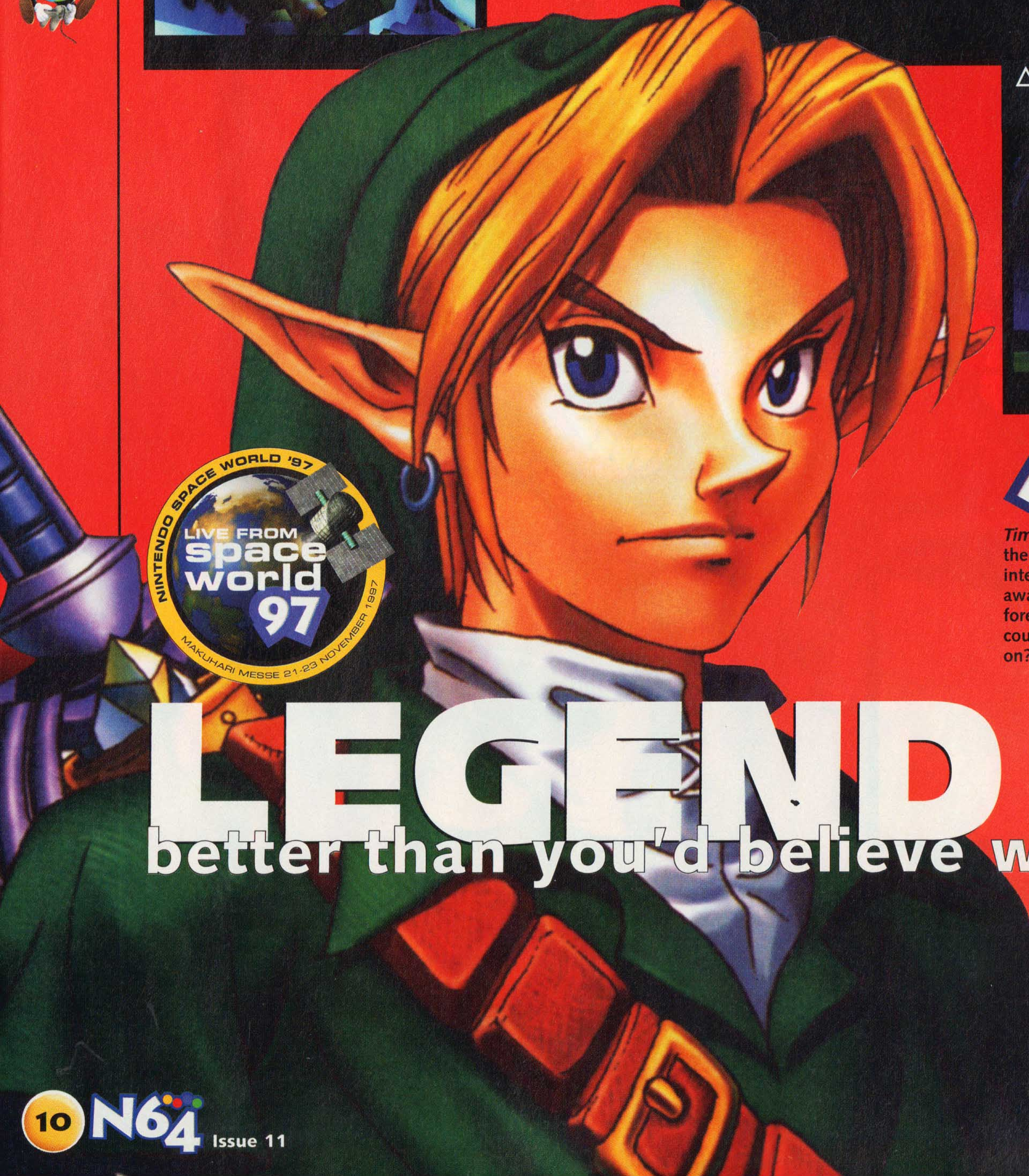
Combining the Z button with one of the others results in some hilarious yet highly-dangerous offensive manoeuvres. The dive bomb is an aerial attack; the beak attack is a sliding stabbing motion and the egg missiles demolish anything unwise enough to get in the way.

TO BE CONTINUED... Gah! It's still ages away. But we'll keep you up-to-date until then.

The intro shows a horse and two riders racing from the castle.

A close-up reveals the smaller figure to be none-other than Princess Zelda.

Swinging back around to the castle, we see what the riders were fleeing from, as out on his black charger comes the evil Ganondorf (a younger incarnation of Ganon).



LIVE FROM space world 97 — NINTENDO SPACE WORLD '97 — MAKUHARI MESSE 21-23 NOVEMBER 1997

LEGEND OF

better than you'd believe was possible

As we first enter the huge exhibition hall at Makuhari Messe – the venue for Nintendo Space World '97 – it's ***Legend of Zelda: The Ocarina of Time*** that we see first. An hour later, we're still there, transfixed, and it's only our impending interview with Mr. Miyamoto that can tear us away from a game that will surely change 'things' forever. We weren't expecting anything shabby of course, but this, this… what's going on? This game is AMAZING!

GO! GO!

Legend of Zelda	
NINTENDO	
April	1
UK release TBA	

◁ *Pressing R at any time gives you a top-down view of proceedings.*

△ *The button menu at the top changes according to the situation Link's in.*

Quickfact Zelda 64

- At some point in the game, you'll have to use the buttons on the N64 controller to play a tune on the Ocarina of Time.
- Holding 'A' will build up extra power in your sword swipe.
- While Link is holding the staff, the weight of it prevents him from running.
- The D-Pad has no use in the game at all.
- The game will be Rumble Pak compatible but, according to Miyamoto, "only slightly".
- The item/options screen is arranged like a big cube, with you inside looking at different screens on each face of the cube. You can rotate it with the joystick.
- As in *Zelda*s of old, part of the game will involve collecting medals.
- The 'Equip Item' screen (in the option cube) allows you to alter Link in four areas – boots, clothes, sword and shield.
- The item screen (also inside the option cube) allows you to use items you've picked up along the way.

△ *Link draws his dagger and proceeds with caution as he first explores this new room. It's best to go carefully – who knows what might leap out at you.*

That map down in the bottom right appears to help you get around. ▷

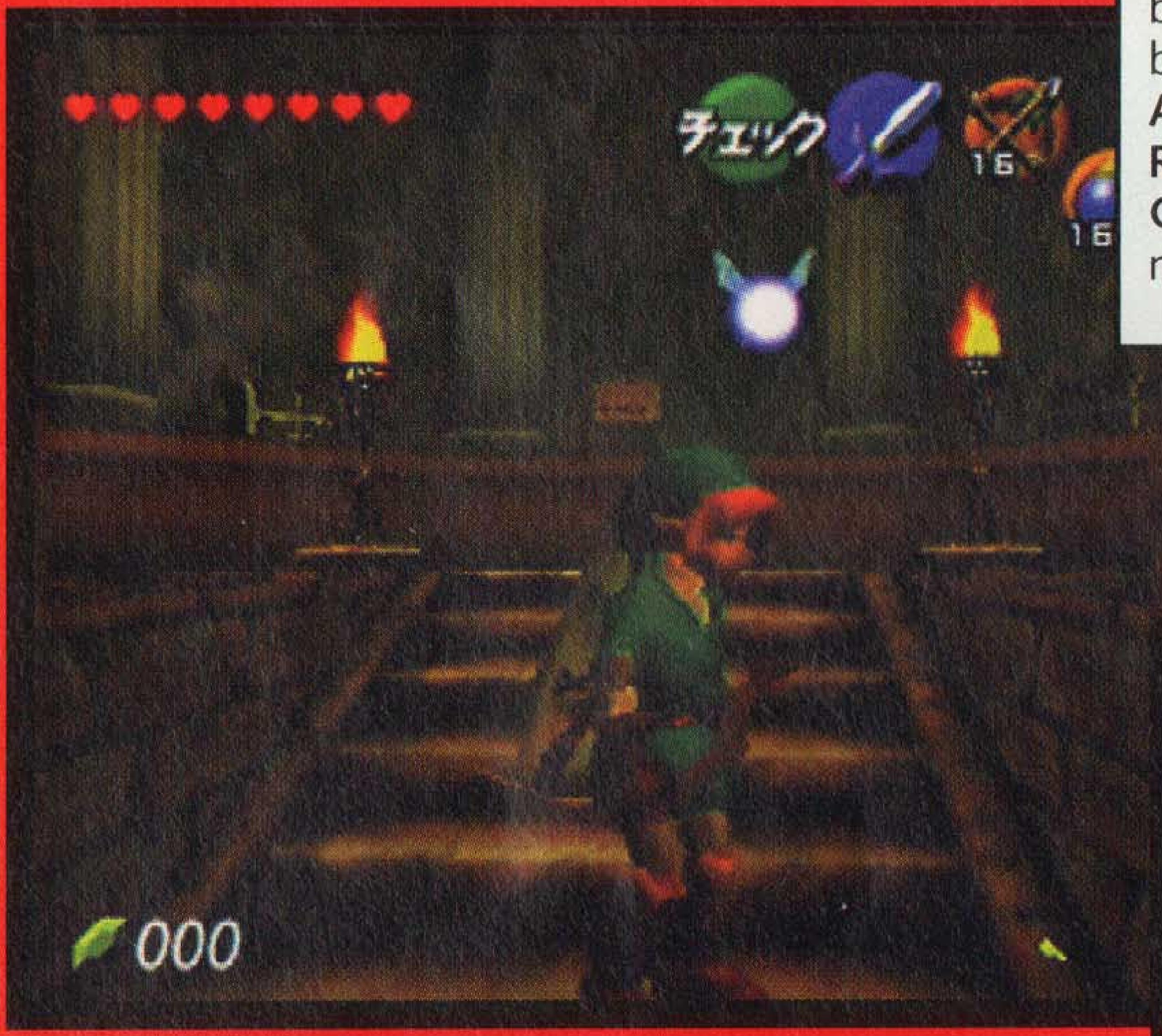
ZELDA
THE OCARINA OF TIME

OVER TO YOU

Before leaving for Tokyo, we polled 100 **N64** readers and asked for their most pressing questions concerning *Legend of Zelda: The Ocarina of Time*. And they said…

What does it look like, then?

Mind-blowing. Remember the time you were most impressed by a computer game? Triple it and add ten. *Legend of Zelda* is utterly amazing. The level of background detail, the fluidity of the animation, the smoothness of the controls, the enormity of the monsters – words cannot do it justice. *Zelda* is in a completely different league.



Here the button menu shows that Link has 16 arrows to fire and 16 bombs as well.

What are the controls like?

Joystick: Move Link, aiming
L: Map and overhead view. This accesses *Zelda*'s complex menu and option system.
Z: Auto target nearest enemy.
B: Action button. For example, searches areas. 'Check' function (draws dagger and proceeds with caution). At the top of the screen, a green button displays the current action that the B button controls.
A: Unsheath sword.
R: Crouch.
C: Select weapon/item and use it. The C button menu appears at the top right of the screen.

What's that thing floating over Link's head?

Link is accompanied in his adventures by a sparkly Will o' the Wisp character called Navi. Whenever Link is in trouble – when he doesn't know what to do or he's under attack – she'll help out. For instance, when we started our first game, and didn't realise we were being attacked by a giant spitting flower, our sparkly floaty friend zapped him on the head for us. When we were a bit lost up a mountain path, she went and floated over a signpost that told us where to go.

How does the horse come into it?

It looks as if Link's horse will be used to travel between locations in the game world. The show version allowed you a quick try-out in the saddle, revealing that Miyamoto and his team have captured the look and feel of equine transport perfectly. The B button allows Link to whip his charge (to encourage him over the taller fences) producing a Black Beauty-esque whinny. However, for each time you use the whip, Link must give the horse a carrot – warding off complaints from the RSPCA, no doubt.

There was a mysterious white horse loose in this area – perhaps your mission is to recapture him.

How do battles work?

As far as fighting is concerned, *Zelda* is very much an action game. Pressing the Z trigger highlights the nearest enemy, and as long as this button is held, Link's attacks are concentrated here. In this mode, the camera changes to widescreen and Link's movement now occurs around the baddy he's attacking. Although this seems like a minor feature, it adds a whole new dimension to the game, changing the way the joystick controls Link and preventing the game camera unwittingly confusing you as you dodge about.

These flowers can swing around and bite as well as spit venom in Link's eyes. Tricky fellows.

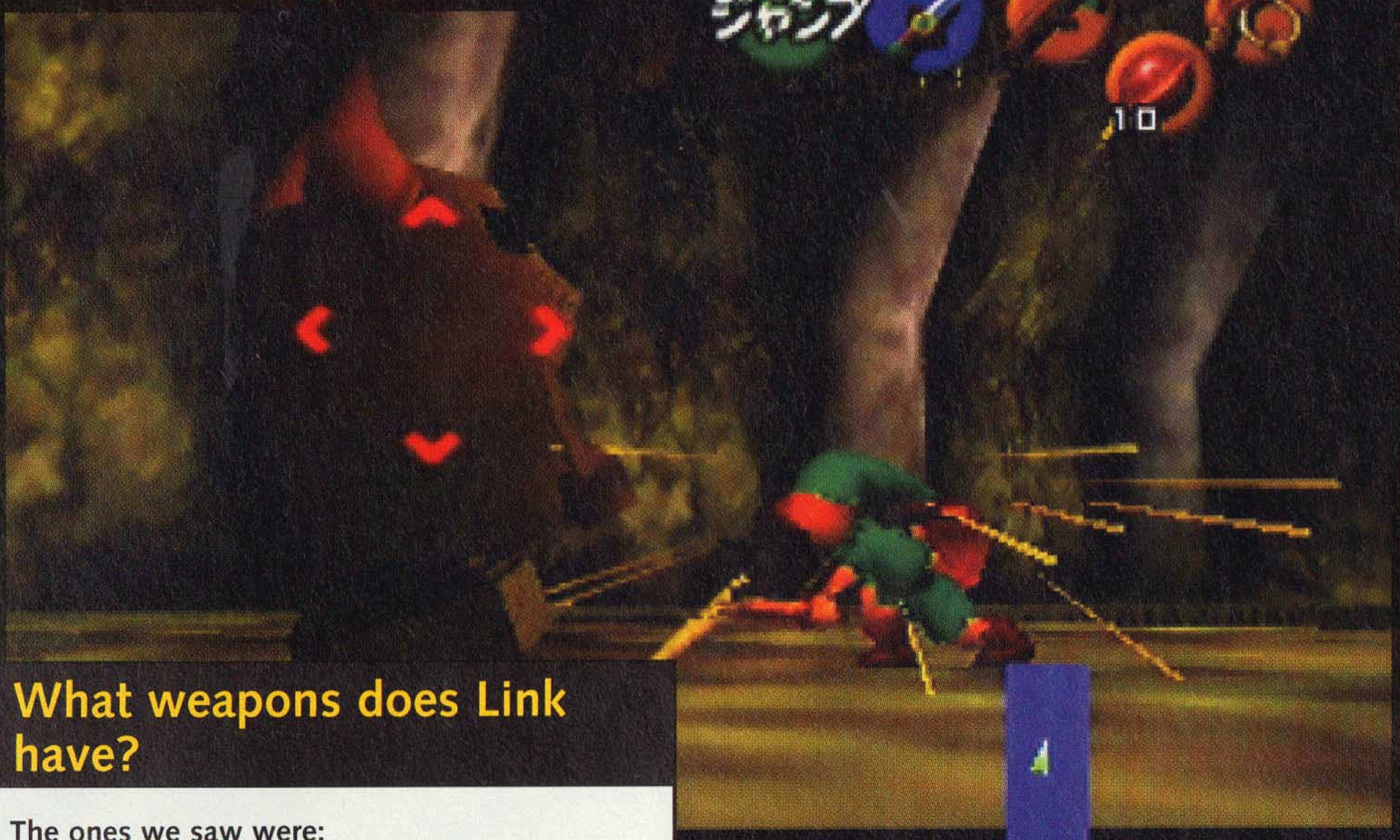
How does the game's time mechanism work?

The version at the show only had Link as an adult – there weren't any of the bits with him as a child. Also, unfortunately, because of the way the game was set up for the show, and because we could only play it for ten minutes at a time before getting thrown off, we weren't able to see how the game's day/night cycle worked. At one stage, night did start to fall, but we were politely moved off before we could investigate further.

The game links in-game graphics and cut-scenes seamlessly – even better than Lylat Wars.

Live from Space World
The Space World video gives an idea of what it's like to face the giant Dodongo. Wait until he opens his mouth and then lob in a bomb.

▽ *Z is pressed here and Link's movement now occurs around the red target sight.*



What weapons does Link have?

The ones we saw were:

- **The sword and shield:** Useful for close-up attacks and seemingly the most powerful of the weapons on show.
- **The wooden staff:** A bit cumbersome to wield (if Link draws it, his running speed is reduced) but useful for attacking things at arm's length.
- **The boomerang:** Zooms out towards whichever enemy is targeted and magically returns to Link's hand.
- **The catapult:** Fires rocks and maybe other projectiles at baddies. You can switch to a first-person view to use this.
- **Bombs:** Similar to the black metal spheres with fizzing fuses of the Inspector Clouseau films, Link used these when we fought the giant lizard boss.
- Miyamoto has also talked about Pachinko balls, nuts and hammers that Link can throw.

The two Links rumour. Any news?

Unfortunately not – only big Link appeared at the show.

What do you actually have to do?

Apart from the fighting, the emphasis in *Zelda* definitely seems to be on exploration and puzzle solving. There is an element of running and jumping, but you'll notice from the control buttons below that there's no button to make Link jump. Instead, running towards a ledge causes Link to leap automatically.

◁ *These bits didn't mean much to us – are they helpful advice or storyline?*

How much longer do we have to wait?

The game's been put back AGAIN. It's now scheduled for a Japanese release in April. As for a UK release…

The show game

As *Zelda*'s an RPG, it would have been pretty difficult for visitors to Space World to see much of the game past the opening ten minutes. To get around this, Nintendo formulated a special show version which allowed gamers to jump to specific parts of the game and see much more than a ten minute game would normally allow. It worked roughly like this:

Intro

A fantastic cinema-style intro sees Link approach Hyrule castle and watch as a young princess is carried away by a Hyrulian guard on a beautiful white horse. As Link waits, out rides the guard's pursuer Ganon (more accurately a younger version of Ganon, Ganondorf) and Link stands face-to-face with him as the intro fades to black

GAME TOURS

The game starts with a special menu allowing you (or, more accurately, the nice Japanese gentleman posted to help you) to choose one of three tours to separate parts of the game. These are:

Hyrule

Four locations to start from: Link's tree house, the Hyrule overworld, an area near a river and the plains outside Hyrule castle (which is where you get to ride the horse).

The Dungeons

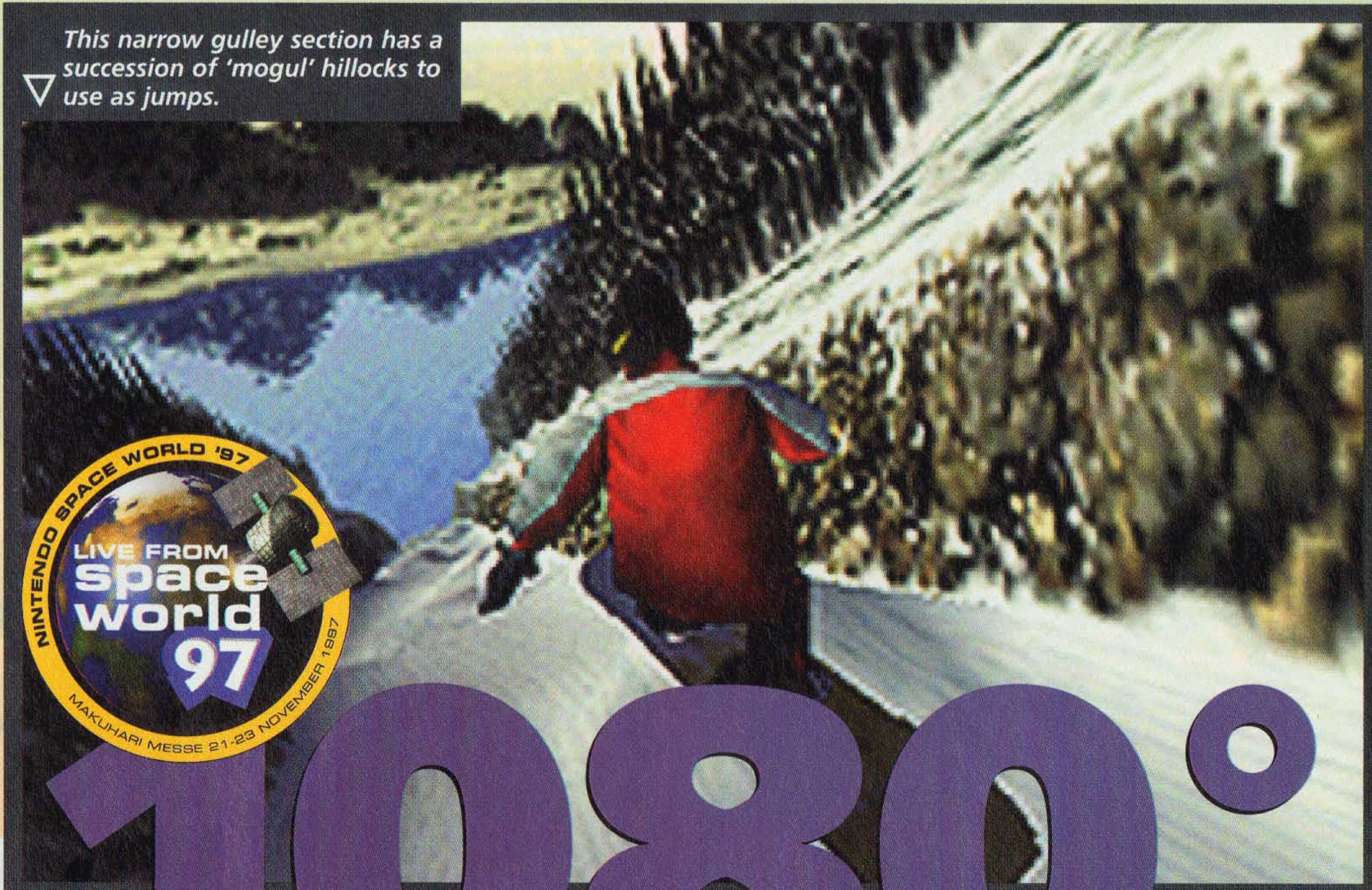
Three more scenarios here each with its own set of tricks to investigate. In this section a map appears in the bottom left of the screen which can be enlarged with the R button.

The Battles

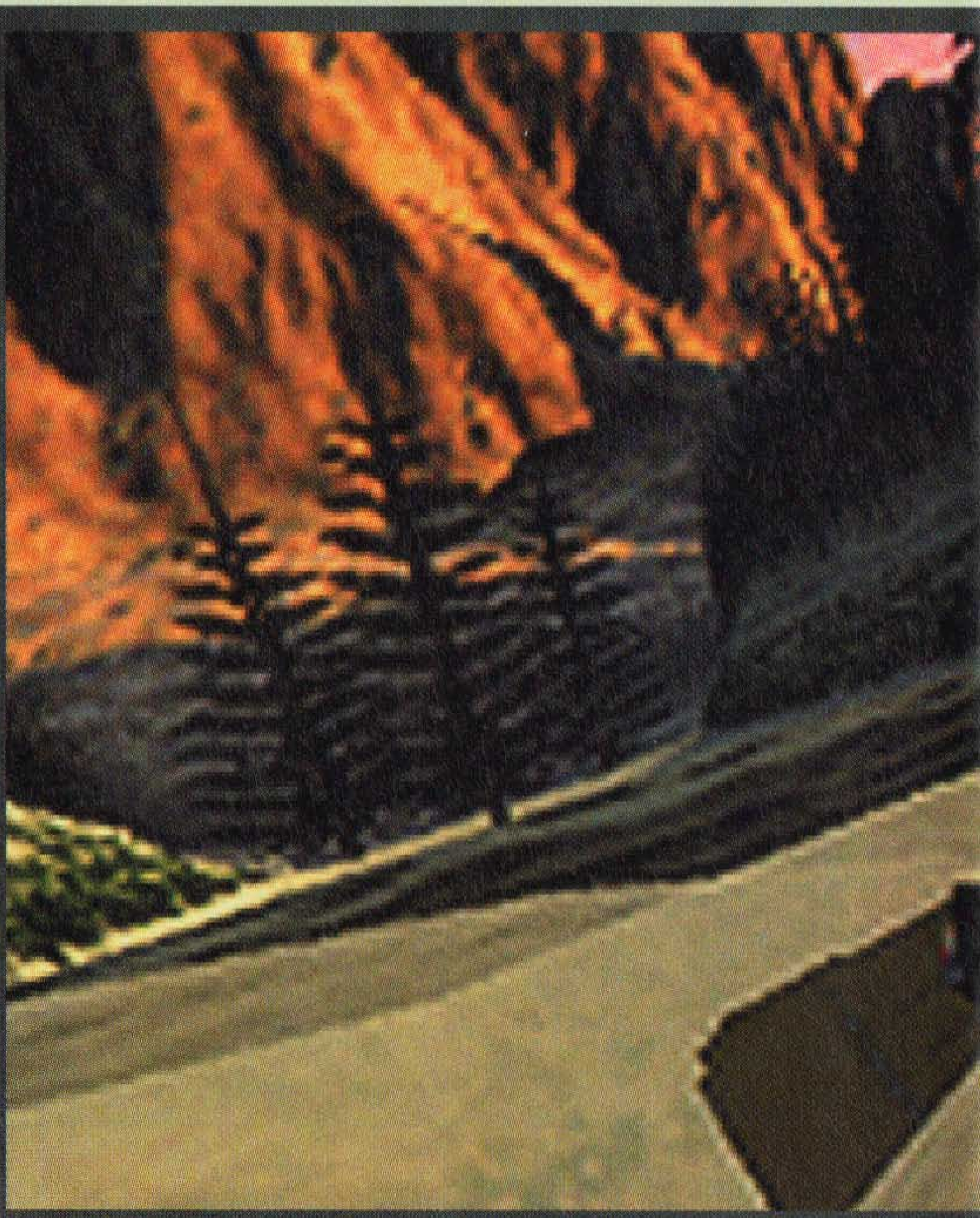
If there was any one element wowing the crowds the most, it was the battles. Three were playable: one against two Stalfos knights, one against Ghoma (who pauses to drop miniature versions of himself to add to your troubles) and the most impressive of all against Dodongo. This chap is enormous – literally screen-filling. When he opens his mouth, Zelda must lob in a bomb and then, while he's recovering from that, rush up and slash away with his sword.

TO BE CONTINUED… We'll be keeping you fully abreast of all the latest Zelda information.

FIRST PICS OF NINTENDO'S BRAND NEW SNOWBOARDING GAME!



This narrow gulley section has a succession of 'mogul' hillocks to use as jumps.



1080° more surprise SNOW

Lens flare, ahoy! The track widens out here in this straight race down the mountain.

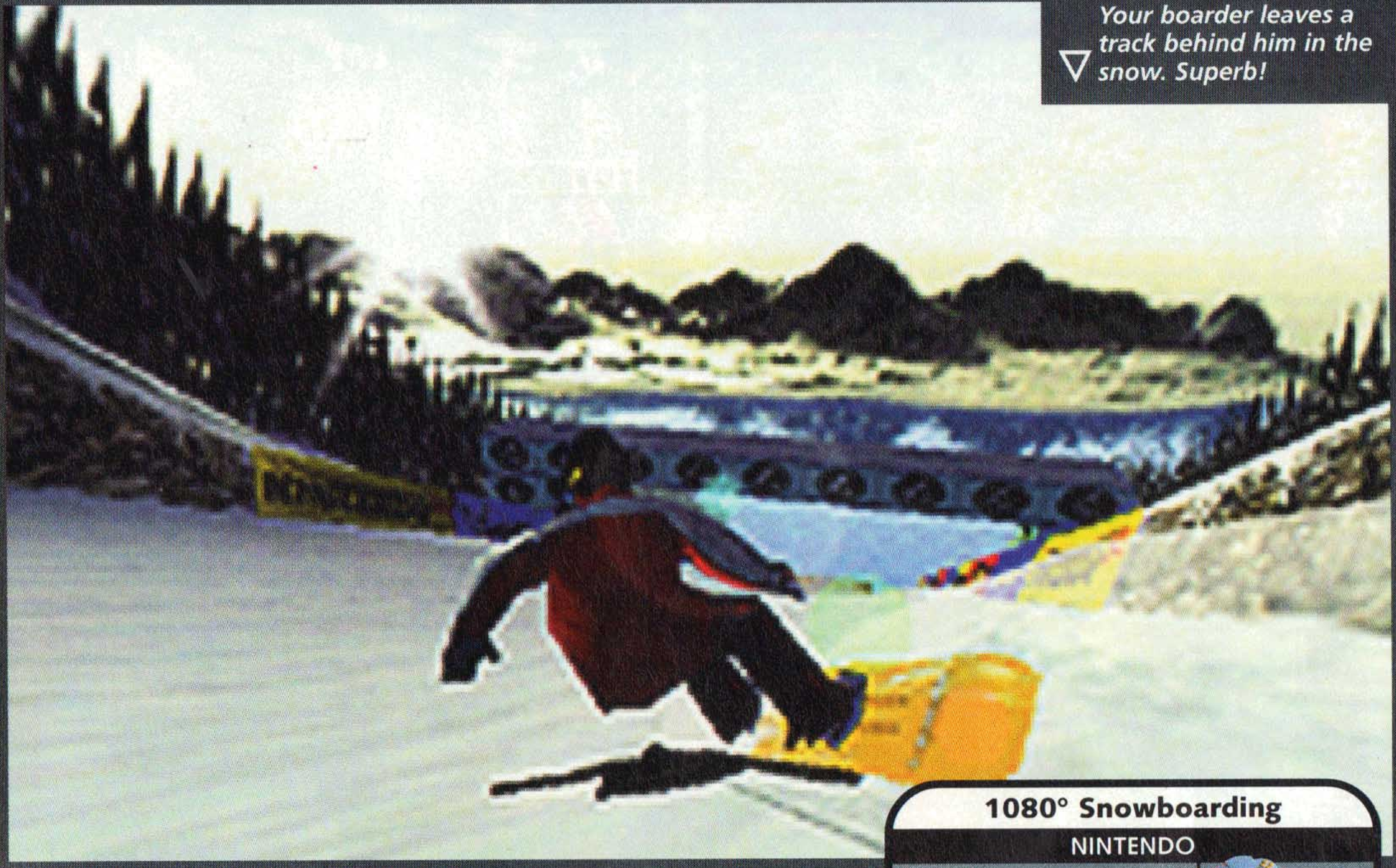
Unfortunately we didn't find out what that green bar was for.

All the stunts are in there, they're just extremely difficult to do.

The speed of the game and the level of detail crammed into its graphics were the definite highlights of 1080°.

Yes, there is a two-player mode but, nope, it wasn't at the show.

Live from Space World
Nintendo in hip game shocker! Will Shigeru Miyamoto finally show Sony and Sega how to make a decent snowboarder?



Your boarder leaves a track behind him in the snow. Superb!

1080° Snowboarding
NINTENDO
February 1/2
UK release TBA

tactics from the big 'n'

BOARDING

One of Nintendo's surprise revelations at the Space World show was the latest project from the *Wave Race* development team. Already 80% complete and due for a February release in Japan – coinciding with the Japan-based Winter Olympics – *1080° Snowboarding* (or Teneighty Snowboarding as it, worryingly, appeared on the title screen) is going head-to-head with Konami's *Nagano*, Imagineer's *Snow Speeder*, Atlus's *Snowbo Kids* and Boss's *Twisted Edge*. And that must be troubling those last four companies quite considerably.

1080° has the familiar Nintendo sheen of quality from the very outset. To select your boarder, you enter Nintendo's ski lodge and, via the analogue joystick, move between three typically louche snowboard types: one's playing pool, one's sitting on the balcony with his legs dangling and one's leaning nonchalantly against the wall. They're all looking, ahem, rad.

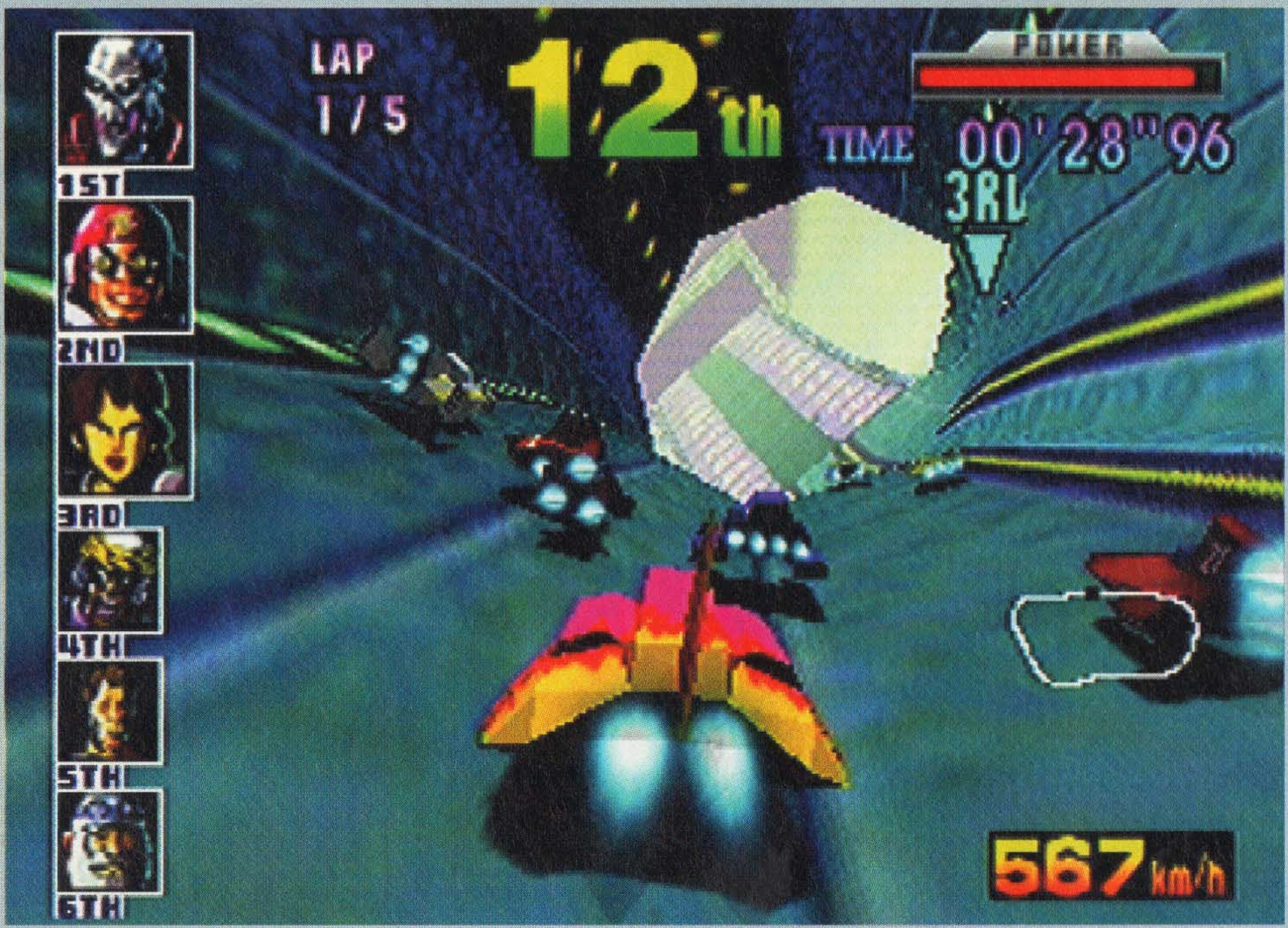
Once out on the slopes, things go from good to better. Movement is fast and convincing with controls kept simple enough to pick up and play but still complicated enough to pull off plenty of gravity-defying stunts. Snowboarding is a complicated devil to master in real life, but Nintendo have done a good job of translating it to game form. Pressing R and using the joystick pulls 180 and 360° turns, and once airborne, the stick and the B button are used in various combinations to do stunts. The A button allows you to hop off the snow for turns, while holding Z causes your border to crouch in the 'dip' position.

Three courses were playable at the show, but close questioning of Nintendo staff revealed that eventually six courses and three extra boarders will be available. The courses we played were downhill affairs, with frequent jumps placed to facilitate stunting. An eventual game structure similar to *Wave Race*'s looks likely, with races, time trials and stunt modes all playing a part. One particular element we liked was our race against a Time Trial ghost, which allowed us to see more closely the quality of Nintendo's animation and the motion capture on their boarders.

One of the courses took us on a slide through a brilliant deep snow section. Our boarder's feet disappeared, a plume of powder snow was thrown up and a wiggly trail was left in the snow. Er, "catching some air" rewarded us with a brilliant flash and sparkle of lens flare as we hurtled past the sun, and, as if to reassure us that we were still playing a racing game, a big helicopter swooped down and chased us down the mountain for a bit. As we zipped down the hill, alternative routes appeared, split away and rejoined, and the tracks varied from wide sweeping pistes to narrow, treacherous gulleys. While we were enjoying all this, a Rumble Pak whirred away quietly, adding, well, slightly to the experience.

The game is currently 80% complete, with Nintendo's code freaks busily tapping away at a two-player split-screen mode. On top of this, a 'half-pipe' stunt track will be added, allowing plenty of side-to-side stuntage. After the jet-skiing in *Wave Race*, Nintendo are in a bit late with the whole snowboarding thing, but judging by Space World's demo version, *1080°* might just be the definitive game for the sport.

TO BE CONTINUED… If (*if*) Nintendo do release *1080°* in February, we'll be reviewing it in a couple of **N64**s' time.



◁ You can race on whichever side of this big tube you fancy – you stick on as if by magic.

△ Your opponents are an aggressive bunch, never thinking twice about barging you out of the way.

LIVE FROM space world 97 — NINTENDO SPACE WORLD '97 — MAKUHARI MESSE 21-23 NOVEMBER 1997

F-ZERO

fun in an overcrowded fast lane

So far no one's come up with a truly top class racing game on the N64. Boss and Acclaim have come close with *Top Gear Rally* and *Extreme G* respectively. But it looks as if the high-speed *F-Zero X* will be to the N64 what *Wipeout* and *Ridge Racer* were to the PlayStation.

The game was displayed prominently at Space World and it was one of the first we headed for. Having re-experienced the original SNES game on the in-flight entertainment system on the journey over, we were in a prime position to assess the 64-bit instalment. And, as before, the game's strengths are speed, manoeuvrability and track variety, with background detail sacrificed to keep things licking along.

The controls have been kept simple, too. The A button accelerates and the B button is used to activate boosts (there are three given at the start and then one extra earned per lap). The Z and R buttons are used to tilt your race craft left and right, to aid cornering, and, along with the joystick for steering, that's basically it. There are four racing views to choose from on the right C button – all at varying degrees behind the car – with Top-C providing a strange view looking back at your car from ahead, effectively reversing your controls. We didn't have time to properly assess how craft handling varies over the 30 available 'cars', but we're certain Shigs wouldn't let the opportunity for some proper variation pass by unexploited.

Live from Space World
The speed of F-Zero is amazing and, as with the SNES original, touching the side can send you ricocheting to your death.

△ *Push forward after a jump or your nose will flick into the air and... Whoops!*

The faster you're going, the higher the walls you can climb. ▽

△ ***An eventual 24 courses – that'd be our bet for F-Zero X's final vital statistics.***

F-Zero X	
NINTENDO	
June	1-4
UK release TBA	

X

△ ***Miyamoto's made a small mistake with his English on one of the screenshots on this page. Can you spot it?***

Craft handling feels smooth and fast, and there's not a hint of slow down, even when you're jostling with what appears to be a motorway's worth of opposition. The original *F-Zero*'s toughness has been retained as well, with the electrified track fences powering down your craft and your super-aggressive competitors disappearing off into the distance after ramming you rudely into the sides. When we selected one of the harder tracks, we lasted barely half a lap before some disastrous side collisions and a mistimed jump saw us crash and burn.

Talking of tracks, *F-Zero X* had a pleasing 18 on display at the show, divided into three racing cups – Jack, Queen and King – each with six circuits. A mysterious question mark also appeared beyond the King Cup on the selection screen, suggesting that more was to come – maybe as a reward for finishing the game. Ace Cup, anyone?

Other elements to have made it through from the SNES version include power-up grids which accelerate your craft to frightening 1000 kmh speeds. Jumps have also been included, and because the game's in 3D, the joystick has to be used carefully to keep your ship in the correct position for landing. When we got this wrong – pulled back instead of pushing down – our ship somersaulted in mid-air in a scary Donald Campbell-style crash. Newer twists include loop-the-loops and racing down the outside of a magnetised tubular track at whichever angle to gravity you fancy.

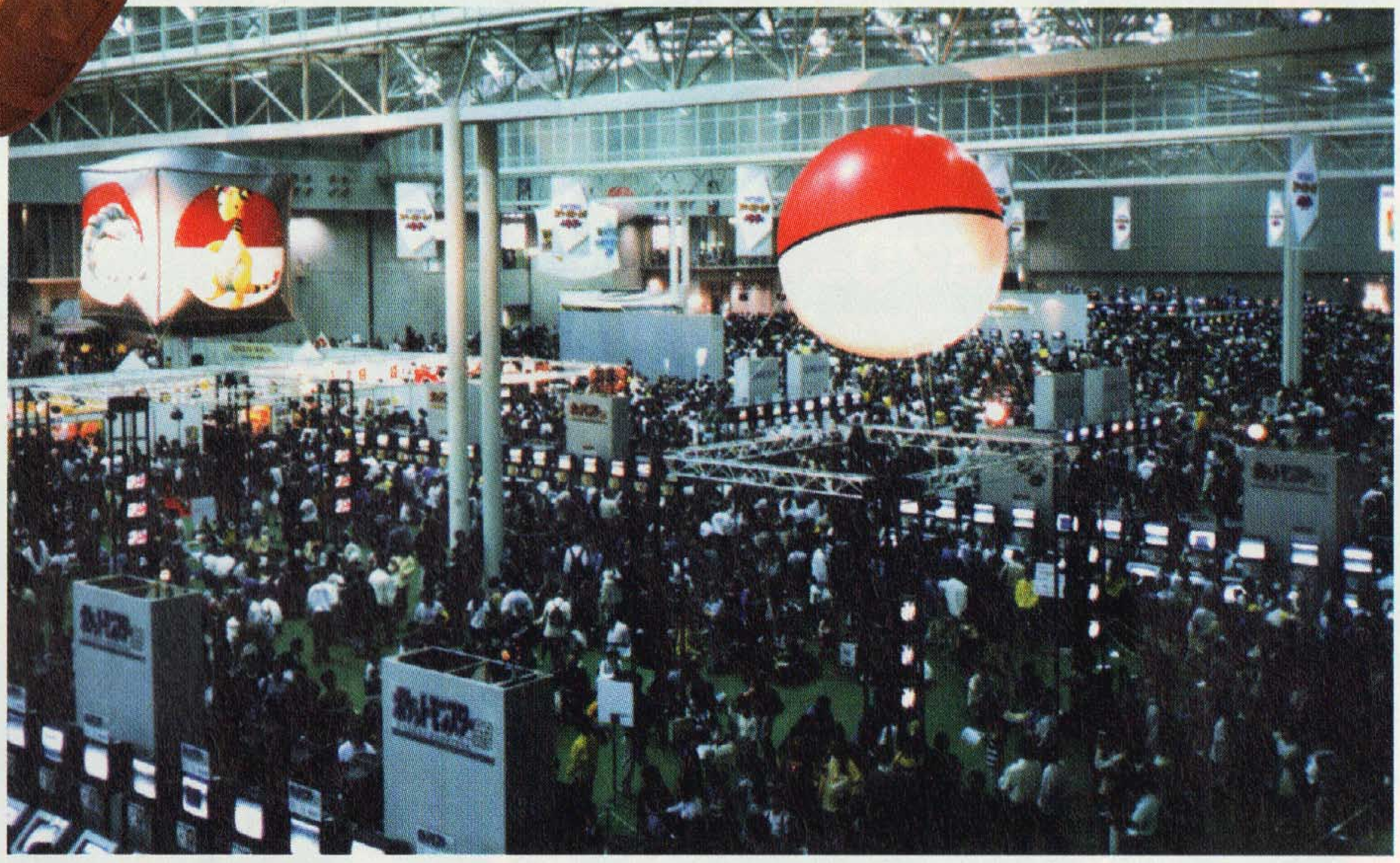
The bad news – you knew it was coming – is that *F-Zero X* is "barely" 60 percent finished and scheduled for a June release date in Japan. Yet to come are the multiplayer modes – up to four at once, of course – and, possibly, those extra tracks. We think the weighting of the CPU cars' abilities needs a bit of tweaking as well – unless Nintendo want the game to be the hardest on Earth, that is.

On the basis of the short play we had, we can confidently say it's the best serious racer we've yet played on the N64. Now if only someone else could pull their finger out and provide some competition.

TO BE CONTINUED... Expect further *F-Zero X* updates in the issues that lie ahead.

PLANET 64

NINTENDO 64 NEWS CENTRE



After queuing patiently, the eager Japanese public were finally unleashed into the show hall.

Thousands to

Space World '97 was this year's name for Nintendo's traditional November show and tell. Many of the games Nintendo hope we'll all be playing next year were on show, along with Nintendo's plans for eventual, total and thoroughly deserved domination of the world.

Held in Tokyo's international exhibition centre, Makuhari Messe, the show attracted almost a quarter-of-a-million eager Japanese punters, along with games journalists from all around the world. Even for a nation with a particular talent for queuing, the enormous crowds waiting patiently for Nintendo's free show were testament to the unshaking hold that the Big N has on the Japanese public.

Undisputed star of the show was *Legend of Zelda: The Ocarina of Time*, playing on as many monitors as could be crammed onto the Nintendo show floor. Showing in a special Space World version, allowing gamers to jump straight to an exciting variety of scenarios and battles, the game was easily as great a leap forward for Nintendo as *Super Mario 64* was two years ago. Running in as second-most-impressive game of the show was Rare's *Banjo-Kazooie*, surprising many with its graphical prowess and superb sense of fun. Other notable debuts included *F-Zero X*, *NBA Basketball*, *1080° Snowboarding* and the finished, brilliant, super-fun *Yoshi's Story*.

The first day of the show saw Nintendo boss Hiroshi Yamauchi give a key speech outlining his company's strategy for the coming year. In a logical move for Nintendo of Japan, but seemingly less so for Nintendo US and Europe, it seems that it's *Pocket Monsters* and Tamagotchi-style games that are to become central to the company's future. While describing these games as examples of gamers' "nurturing, collecting and exchanging" impulses made Yamauchi sound slightly like a suspect New Labour minister, his hour-long address gave an important indication of the type of games we might all be playing in the future.

Shigero Miyamoto, Mario's dad and – deep breath – Nintendo General Manager of Entertainment, Analysis and Development, was on hand on the first day of the show to talk to the press and demonstrate *Zelda* and the raft of other top titles he's overseeing. Taking time-out from a schedule that would have frightened God, Mr. Miyamoto took a few moments to talk with **N64** Magazine. You can see a full report of this encounter on page 70.

Along with the 64DD splash launch (see below), Nintendo also devoted a large amount of show space to the Game Boy, *Pocket Monsters* and New Game Boy add-ons – the Pocket Camera and Printer. For a nation of individuals never far away from a Print Club machine, these last two new bits of kit are sure to be an enormous success in Japan. There was no firm news on a US or European release,

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SHORT CUTS

"ONE EVERY TWO SECONDS"

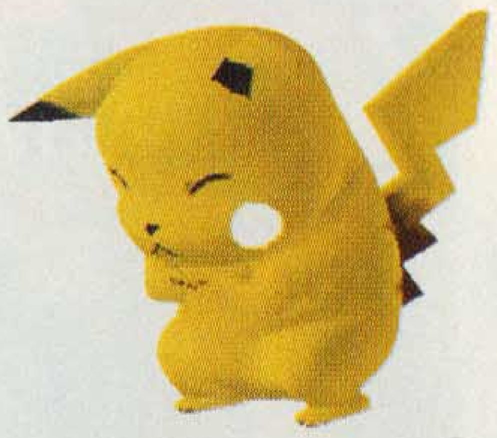
It's not just gamers in the UK who're 'lapping' up Rare's new success *Diddy Kong Racing*: those Americans don't appear to be able to get enough of it, either. Following the game's launch in the US on the 24th November, Nintendo were predicting sales of one-and-a-half-million carts during the first five weeks leading up until Christmas. And that, they calculate, works out at one copy of *Diddy Kong Racing* sold every two seconds and a 'gross' of $90 million (£55 million) per month, which is just about what a successful Hollywood blockbuster would hope to make.

But the US launch of *DKR* didn't go entirely according to plan. For some reason Nintendo decided to release the game to rental chains a couple of weeks before the official on-sale date. Some smaller shops then managed to get hold of copies of the game and were selling them under the counter way before they were supposed to.

In Japan, meanwhile, *DKR* hasn't met with such a great response. The reviewers at Tsushin, Japan's leading weekly games magazine, awarded *DKR* scores of 7, 7, 8 and 8 out of ten, and sales there haven't been exactly dazzling so far.

The biggest N64 show of the year saw Nintendo's wondrous plans for 1998 unveiled...

race Space



but if the machines are as successful as Nintendo hope, we're sure we'll get the chance to have a go.

Nintendo didn't entirely quench their public's rapacious thirst for new games. *Mother 3* – previously slated as a launch title for the 64DD – failed to appear in any form, and those hoping for a super surprise 'mystery' blockbuster were disappointed. Apart from *Yoshi's Story*, practically every big name release from Nintendo was subject to delay, including the 64DD itself. However, the sheer quality of what was on offer seemed to make up for this, especially in Japanese gamers' eyes, where their lust for more *Pocket Monsters* ephemera was met with gusto.

INDEX TO SPACE WORLD '97

You'll find masses of coverage of the 1998 games previewed at Nintendo's show scattered throughout this special issue of N64 Magazine.

Why? We're not sure but the Japs seem to love it.

The 64DD. It looks very promising but it's still a long way off.

Drive a way away

Surprising news on the 64DD's future.

Never a company to be accused of predictability, Nintendo showed that their plans for the 64DD have undergone a radical change over the past year. The magnetic disk drive add-on will now be marketed – to the Japanese public at least – as a link with the *Pocket Monsters* Game Boy phenomenon, and as an attempt to get families interested in the kind of high-tech creativity more normally associated with the PC. Being Nintendo, the company also announced that the machine was to be further delayed until June.

The lead DD package at the show was *Pocket Monsters Stadium*, which comes packaged with a special free controller plug-in, the 64GB Pak. The idea is that gamers can download their *Pocket Monster* Game Boy carts onto the DD and watch as their previously 2D black-and-white monsters battle it in fully rendered 3D. The only other DD software to get an airing was the *Maker* trilogy, *Talent Maker*, *Picture Maker* and *Polygon Maker*, which make use of a special audio/video input cart to allow gamers access to all sorts of graphical trickery.

Although 64DD games are well into development, Nintendo weren't promoting them at the show, preferring instead to concentrate on their new 'beyond games' angle. However, the production of DD games will almost certainly appeal to the third party development community, with their increased storage space and reduced cost making development far more economically viable. Shigero Miyamoto also revealed that *F-Zero X* will also be compatible with the drive, allowing DD disks to add extra tracks, create all new ones via an editor system and maybe even import new textures from the *Talent Maker* packages.

For an in-depth analysis of Nintendo's plans for the 64DD, turn to page 66.

GO! GO!

HONEY BUSINESS

Argonaut, the co-creators of *Starfox* on the SNES, have found a publisher for their first N64 game. The game, which **N64** Magazine revealed exclusively to the world in a dramatic scoop (etc.) in **N64**/7, will be published by Ubi Soft when ready. And it's got a name now, too: erm, *Buck Bumble*. This, presumably, means you take the part of a bee in it, making it the first such game since *The Birds and the Bees* on the Spectrum in the early 1980s, which impressively played Rimsky-Korsakov's Flight of the Bumble Bee as you played.

TAKE THIS SEAT. PLEASE

This young lady is either really enjoying the racing game she's playing, or has become lodged in her Video Interactor and is attempting to summon help. The Interactor is designed to make racing games still more realistic by converting your steering wheel and pedals into a cockpit-style structure. We haven't actually tried one out, and therefore can't attest to its comfort, but the only problem we can see with it is that's it's designed for use with the LX4 steering wheel, which is our least favourite. And it costs £100. If you'd like one nevertheless, you can contact C&C Engineering on 01386 554836.

FANZINE FARM

NEW!

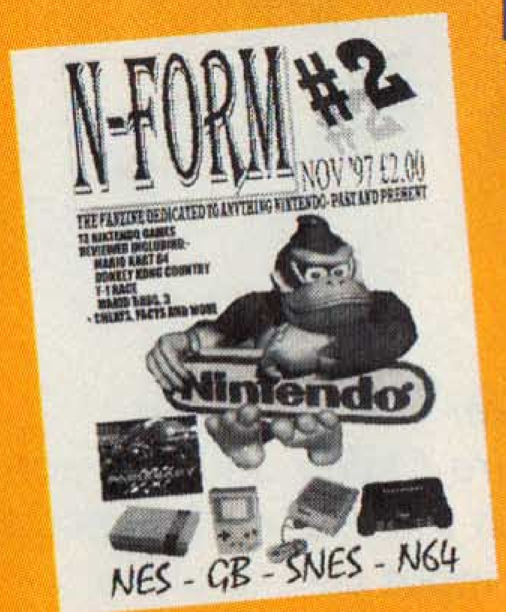
Organically produced N64 reading matter.

RETROGAMES

It's about time we gave Retrogames a plug, as (a) it's put together by Jason Moore, who does such a fine job of our Retroworld column every month, and (b) it's a mine of fascinating old-game-related trivia. Did you know, for example, that Casio released a console in Japan called the PV-1000, that looked a bit like a Mega Drive? Or that Nintendo considered marketing a console based on the Commodore 64? Or that Atari's ill-fated 7800 was outselling the Mega Drive in America in the early 1990s? It's all true, and it's all in the latest issue of the densely packed Retrogames, along with a complete list of every Game & Watch ever made, a feature on the QuickShot Supervision hand-held, and a catalogue of all the retro-gear Jason's got for sale in his shop. There's hours of sepia-hued reading here.

• **You can order a copy of Retrogames by sending £2.50 to Jason Moore at Retrogames, 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS.**

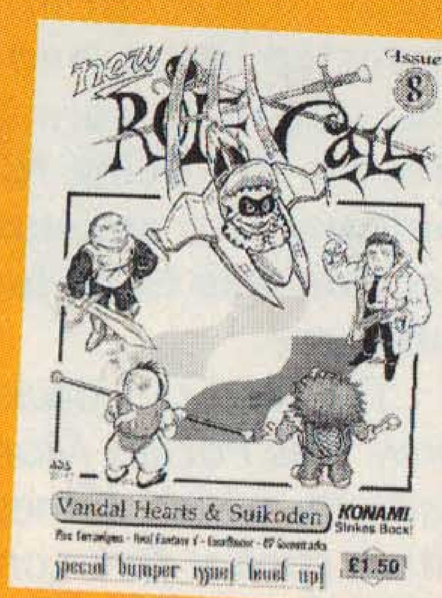
N-FORM



We included N-Form's first issue in our feature on fanzines last month. Since then James Fry has put together another issue, which is a good sign, and it's similarly filled with information on "anything Nintendo – past and present". The former, the past, is catered for with a whole series of articles on things like the NES disc drive (the '8DD', as James puts it) and the never-released *Starfox 2* for the SNES, while the present is represented by a fine *Mario Kart 64* review. So if you're fed up with reading about the latest N64 games in **N64** Magazine, turn to N-Form for an entertaining history lesson.

• **For the latest issue of N-Form, send £2 to James Fry at 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks HP10 9ND.**

ROLE CALL



Imagine 'Ask FuSoYa' expanded to fill an entire fanzine, and that's Role Call. We had to prise this one out of Wil's hands (and, indeed, those are his cat's footprints you might be able to make out running across its cover). Role Call is about as densely packed with information as it's possible to get without needing a microfilm reader, cramming thousands of RPG facts into every square micron. It's beautifully produced, too, with a team of writers and illustrators who really give it an 'identity'. The only snag from our point of view is that there's as yet no N64 RPG coverage in it – what with there being as yet no N64 RPGs. But we're sure it'll quite literally burst once Zelda comes out.

• **Role call costs a well-worth-it £4 for a three-issue subscription. Send your dosh to: Dave Sanders, Flat 2, 18 Station Road, Portstewart, Co. L/Derry, N. Ireland BT55 7DA.**

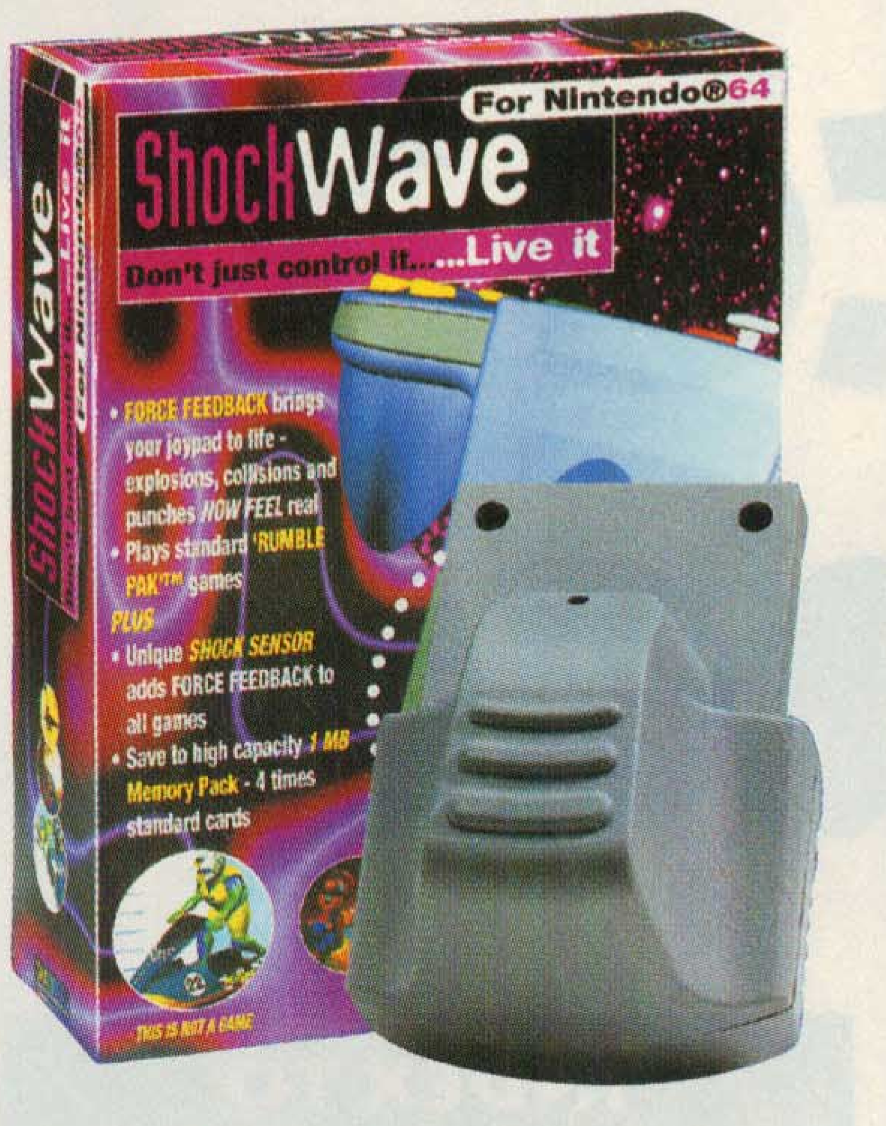
New Goods

Assorted plug-in-ables. Including, would you believe it...

SHOCKWAVE

Datel • £25 • 01708 810800

Great scot! It can't be... But it is! Months after it was originally reported to be "in the post", Datel's Shockwave pack has finally reached the **N64** Magazine office! And it's everything Datel promised – a 1 Megabyte memory card and a sensor-equipped vibration pack all rolled into one. The memory card, first of all, is one of Datel's cunning 'linear' ones that gives 498 blocks of memory



without the need for page-switching buttons or anything. And then the vibration pack not only doesn't use batteries, but also sports a small microphone that picks up noises from games that aren't normally Rumble-Pak-compatible and vibrates along to exciting sound effects. This last ingredient isn't all that useful – it's a little erratic, despite eight sensitivity settings, and most new games include Rumble Pak recognition anyway. But having a memory card and vibration pack in the same unit will, over the average lifetime, save approximately three weeks of tiresome pack-swapping.

91%

JOYCARD 64

Hudson • ¥2980 (£15) • Japan only

It looks like a standard Nintendo Controller (albeit with slightly smaller prongs). And it works like a standard Nintendo Controller, with identically placed buttons and a similar-feeling joystick. Luckily, though, Hudson have obtained a licence from Nintendo for their Joycard 64, so they shouldn't be getting into trouble. And their pad does boast a couple of 'extras'. There are auto-fire and slow-motion switches, which are as useless as ever, and, more interestingly, an adjustable joystick. This can be pulled out and then rotated through about 15°, supposedly to make things easier when you're playing isometric 3D games like Hudson's own *Bomberman 64*. Reports that the controller opens up an extra level in *Bomberman 64* don't appear to have any substance, however. Not that we can work out.

76%

64 CASSETTE CASE

¥570 (£2.50) • Japan only

Remember these? We first featured them in **N64**/1, since when we've managed to collect the set. But we still can't see the point. You push a cart into one of them, and then press the button to make it pop out again. Still, they keep Wil quiet.

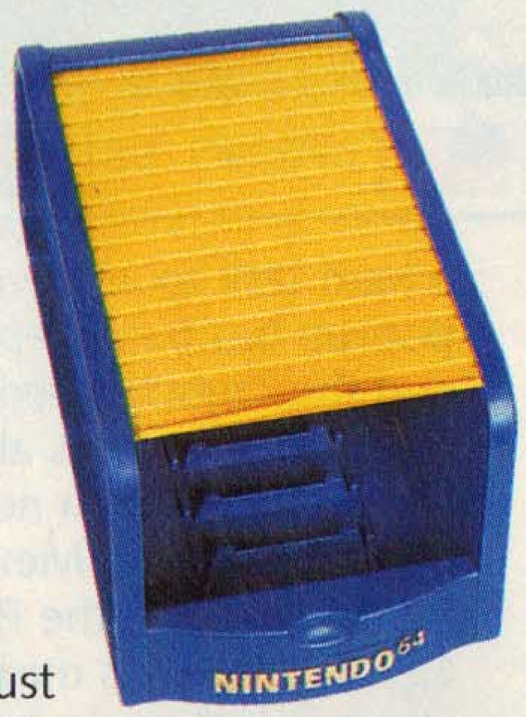
8%

WHO'S THE BEST?

So you topped the chart in I'm the Best? Here's your chance at super stardom. Games World is a new TV show and they're on the hunt for 100 gamers prepared to battle it out in a mammoth gaming tournament. Interested? Write now with your name, address and telephone number to: Games World Contestants, P.O. Box 91, London E14 9TN

64 SOFT RACK

¥953 (£4) • Japan only



A more economical, though slightly less entertaining, way to store your carts (or 'softs' if you're Japanese) would be this. It'll accommodate eight games, and then keeps the dust off them with an excellent sliding ribbed door, a bit like the ones on those old writing desks. It's a bit stiff to operate, but gets the thumbs up from us. **72%**

64 SYSTEM RACK DX

¥3180 (£15) • Japan only

If your N64 equipment is getting dusty, what you need is a 64 System Rack DX. "Safe and Convenient Storage for Nintendo's NINTENDO 64" it says on the front, and that's exactly what it is. Your controllers and up to ten carts fit into the drawer underneath, and then your N64 perches on the top. The entire unit is wheeled, and can be pushed over most surfaces. It can also be expanded with extra shelves and drawers. Now all that's needed is something to stop the 64 System Rack DX from getting dusty. **65%**

RETROWORLD

with Jason Moore

Let's return to the days when Diddy was but a glint in Donkey's eye, and surfing the net was the pastime of fishermen...

It's December 1980, and the newly formed computer games industry is heading for its first Christmas sales boom. Tiny specialist computer shops with Atari 2600 machines running *Combat* in their windows and shelves of Grandstand LES handhelds inside. Mattel's Intellivision offers the only real competition to Atari, but Atari's new £99 price point sees them clean up.

In just 17 years, things have really changed. The original 2600 has a wood-effect casing. Its 8-bit processor is just able to reach 3MHz. Sixteen colours, blocky low-res graphics and beepy sound – and yet the Atari 2600 sold over three million in the UK alone.

Gameplay is, and always will be, more important than technical specifications. Classic VCS games, like *Breakout*, *Space Invaders* and *Pac Man*, meant home gamers could finally experience video entertainment only previously available in arcades.

The huge popularity of the machine made it the most collectable format in the retro scene. Among the most sought after are prototype cartridges which never made it into production. Titles like the unreleased Gauntlet have fetched sums approaching $150 (£90). The one existing copy of LucasArts' *Ewok Adventure*, recently sold at auction for $2000.

Nintendo did play a minor part in the 2600's success, releasing their *Donkey Kong* series and later the first ever Mario game for a console, simply titled *Mario Bros*. If N64 sales this Christmas have matched Atari's back then, maybe in 17 years' time the N64 will be as popular as the VCS still is now.

ROLLERGAMES

Konami • NES • 1990

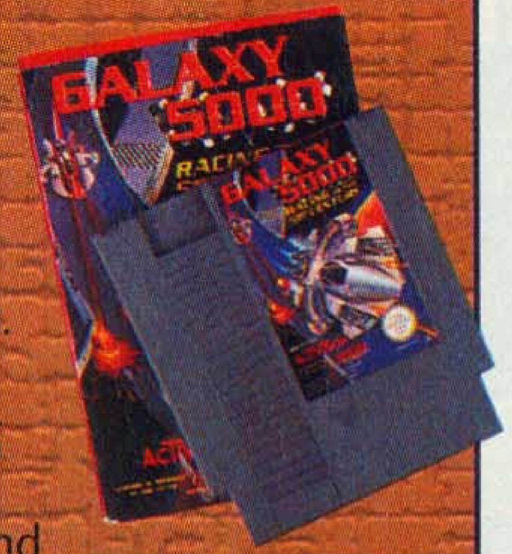
No, it's not a hair styling competition. It is, in fact, a violent-quiz-show-of-the-future-type excuse for another scrolling beat-'em-up. The introductory sequence introduces you to your hosts, who inform you that you have to rescue rival team leaders who have been captured by three 'bad teams'. The teams are made up of rollerbladers, and having chosen your 'good' team you must make your way through several surprisingly smooth-scrolling levels. Your character doesn't stop, moving continuously in the direction you last indicated. The two fire buttons control jumping and punching, and you must make your way while jumping gaps in the pavements and open manholes, punching oncoming baddies. The game scrolls in four directions, and at certain stages stops to allow a group of baddies on-screen for an arena-style punch-up. *Rollergames* is a weird blend of Kickstart and Renegade, and works quite well, with plenty of variation between levels. The music is excellent, in typical Konami fashion, and the game's enjoyably tough.

RETRORATING: 77%

GALAXY 5000

Activision • NES • 1990

There isn't much racing action to be found on the NES, so *Galaxy 5000* comes as a welcome change. You control a flying ship, and must guide it over a series of 36 races on nine different planets. The ship's controls are excellent, with the fire button allowing you to jump and skip corners. You've got three rivals, who can be shot to slow them down, and winning earns you money that can be used to improve or replace your ship. Music and sound is excellent, with sampled voices for the other drivers and some impressive synth sounds in the jingles. The racing is fast and smooth, with ship designs that remind me of *Z-Zero*, while the perspective and feel are very close to that of the SNES classic *Rock 'n' Roll Racing*. There's even a two-player mode. Well worth tracking down.



RETRORATING: 78%

SQUISH

Nintendo • Game & Watch • 1986

There's no doubt that double-screen Game & Watch machines look great. On the few occasions I've managed to find one I haven't seen before, I've felt genuine excitement as I unclasped the catch to view the graphics inside. And very rarely could a double-screen game work on a single screen. Unfortunately, the challenging and addictive *Squish* is an exception. At the top of the screen is a huge, hairy 'thing' surrounded by four TV screens with buttons on them. At the bottom is a maze surrounded by walls covered in spikes. You take control of a creature in the centre of the maze, and when the game begins, the maze begins scrolling. You have to run carefully around the maze and avoid being 'squished' on the spiky walls. At regular intervals, the 'thing' in the top screen presses a button and changes the direction the maze is moving in. While you don't really need to see the 'thing' at the top of the screen pressing a button, it does look excellent, and provides possibly the biggest sprite in any G&W machine.

RETRORATING: 84%

• Jason Moore runs Britain's premier retro fanzine, Retrogames. If you'd like to know more, contact him at: Retrogames, 61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS.

PLANET 64

COMING SOON

Updating you on the N64 games of the future

This month including:

64-wheel

Slip into the driver's seat as N64 the best of what's on the way, driving-

World carty!

NEW PICS!

Along with running into The Body Shop, laying down a small field rodent and testing out your new brand of deodorant on it, following up the irredeemably lame *Cruis'n USA* would seem an inadvisably short-sighted act of lunacy. And yet, Midway – fresh from their successes with similarly arcade-converted *San Francisco Rush* – are doing just that. And the result is this, *Cruis'n World*.

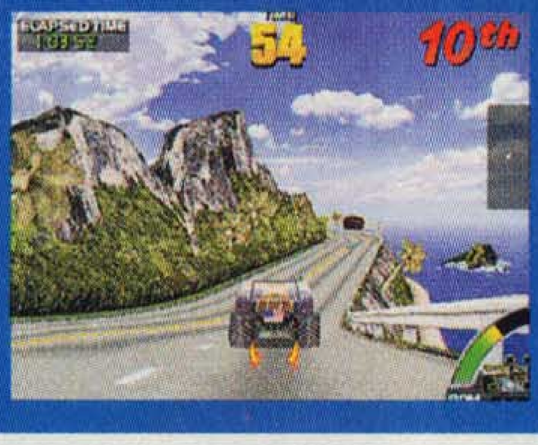
CRUIS'N WORLD				
MIDWAY	64M	1/2	(US) SPRING '98	(UK) SPRING '98

But, but, but, according to its chief, developer Eugene Jarvis – who once streamlined the contours of videogaming with *Defender* then arsed it all up last year with the first *Cruis'n* game – this is a much, *much* better game. This time, the cars are heavier and have better handling (not a hard task to achieve, surely), the pop-up has been kept to a minimum and the "much loved" arcade feel has been spread across all six continents.

So players can now rattle around Aztec temples in Mexico, Red Square in Moscow and the Pyramids in Egypt, as well as more standard street-based tracks in New York, Paris, Rome and Sydney. And the action has been refined too. Cars can now avoid multi-car pile-ups by leaping over them, and more emphasis has been put onto knocking competitors off the road. (With one of the secret cars reportedly carrying machine guns.)

Finally, the game's difficulty has been upped, ensuring that there's no five-minute-drive-across-America like there was in the original. All of which should make certain that *Cruis'n World* puts all the wrongs of *Cruis'n USA* right. Though, judging from the arcade version, those expecting a Namco-standard example of How To Do A Racer probably shouldn't get too excited.

Through an aquarium. Ha! Nice. 'Course if one of those sharks comes through it's Goodnight Vienna.

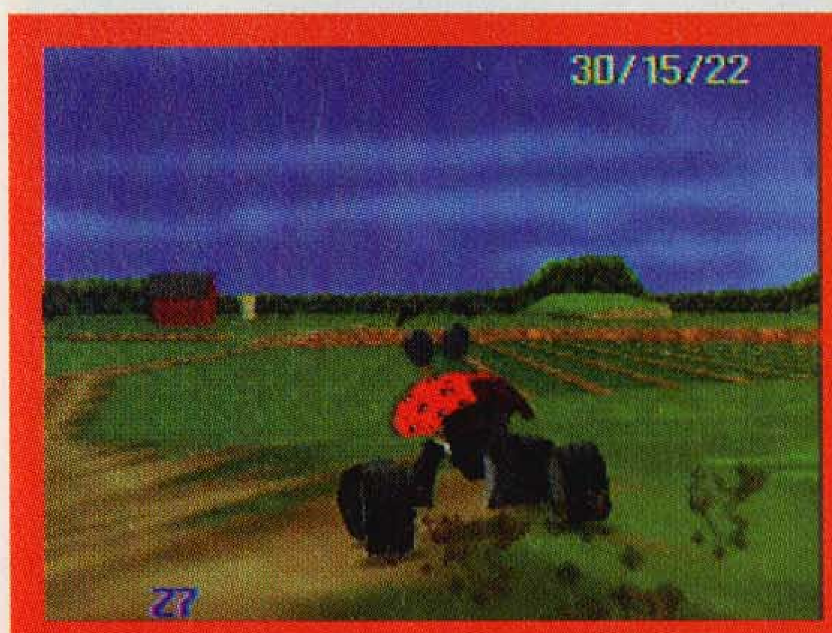


Fire? From the exhaust? Surely that doesn't comply with EC motoring regulations. Wait until Alice Beer and Watchdog get hold of the makers of that thing. They'll have 'em.

drive

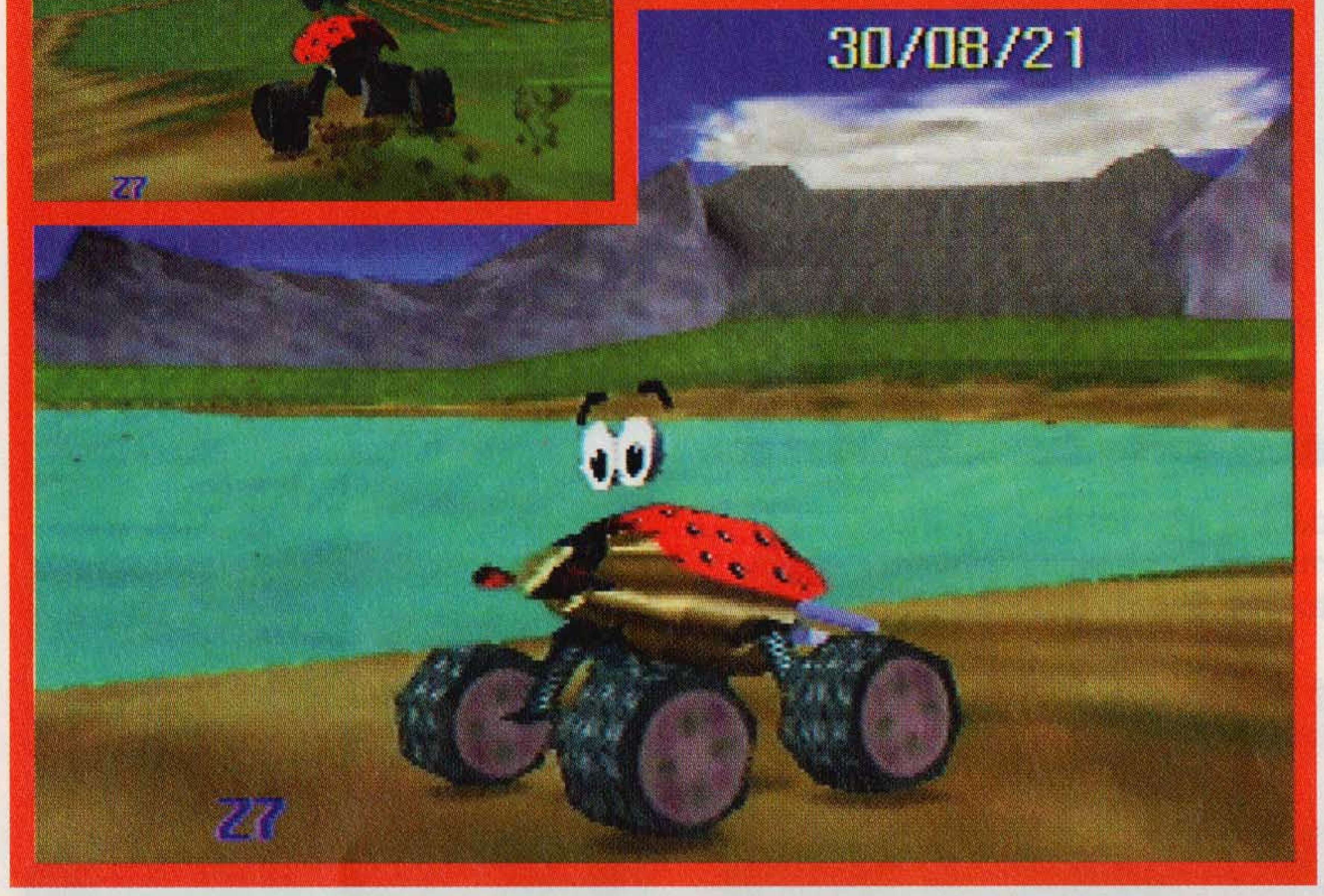
Magazine wheels out style, in 1998.

NEW INFO!



◁ *You may recall seeing these pictures after E3. Well, we're sorry...*

▽ *...but Angel and Nintendo are keeping especially tight-lipped on this one.*



Stunted racer

BUGGIE BOOGIE

NINTENDO/ ANGEL	64M	1	SUMMER '98	AUTUMN '98

Will we ever see this game? Well, yes. Probably. Anyway, there's been a little more info regarding the reworked *Buggie Boogie* this month, particularly in relation to its modes of play. Apparently, there are to be two main options, the first – and most significant – of which is a Time Attack of sorts. The second is a Battle Mode, but reportedly not against another player. Instead, you're dropped into an arena and have to pit your wits against a series of CPU-controlled opponents.

However, with Miyamoto himself overseeing the project from Japan (and one of his super-brained team taking up permanent residence at Angel HQ in San Jose, California), you wouldn't bet against a multiplayer option becoming available. Especially as the game has already changed beyond all recognition from the military-style, armour tank-thing it originally was into its more current cute-thing-on-wheels drive-and-explore-'em up.

As for how far into development this is, well, that's anyone's guess. No new pictures – apart from these two that were available at E3 – have been seen since the seeds of the game were first glimpsed, way back when the Nintendo 64 was still the Ultra 64. Now, whispers of *Buggie Boogie* being 64DD-led have also been spreading rapidly, so what are we to think? Tsch. Who knows. But with Nintendo of Japan currently putting the brakes on DMA's *Body Harvest* in similar fashion, it's probably not worth holding your breath for a while.

Eager Driving About Waiting

Powerslide

Initial pictures of this buggie-'em up are promising, showing off some lush tracks and vehicle logistics. But it's worth remembering two things. Firstly, these *aren't* N64 shots. *Powerslide* is, in fact, a conversion of a soon-to-be-upon-us arcade game of the same name. And, additionally, it will be converted, simultaneously with the PlayStation version, from the PC incarnation which is to come first. And PC conversions, as we all know, are a mixed bag.

And secondly, the game is coming from an unknown quantity – American company Emergent, whose development CV stretches to, well, not a lot really. Still, the game sounds extremely promising. As well as traditional racing, there'll be the opportunity to arm up your vehicle with weapons and whip through narrow canyons using only two wheels (in a sort of Dukes-of-Hazard-getting-away-from-Rosco-P-Coltrane kind of way, see?). And, reportedly, you'll also be able to customise your buggie.

There's still a fair way to go, of course, but this could be an interesting take on the driving game.

Rev Limit

Well, you can bid farewell to seeing *Rev Limit* before Christmas. That's because Nintendo of Japan have taken it in for some major refurbishments. And, judging from the version that was on show at Space World (check out James' show report, starting on Page 54), we're not talking tiny tweaks, here.

It might have 13 cars, but *Rev Limit* also boasts a wealth of technical problems – no sense of speed, woeful handling, dreadfully uninspiring tracks – as well as poorly designed cars that look more likely to fall apart than take their rev counter to anywhere approaching 'the limit'. Oh, and don't expect real-time lighting effects, either. When the headlights come on, the only difference – according to James – is a pair of grainy lozenges appearing on the road.

All of which is surprising, considering Seta are responsible for this month's perfectly fine and, indeed, highly enjoyable *Wild Choppers*. Although, having said that, they did also bring us *The Glory of St. Andrews*, and the less said about that, the better. Still, hope springs eternal, and with Nintendo of Japan on the case, you can rest assured, by the time *Rev Limit does* appear, it'll be vastly different to how it is now.

V-Rally 64

Currently under development at Ocean's French partners, Infogrammes, *V-Rally 64* could be the first N64 rally game to really worry the other formats, especially as it's following in the footsteps of a PlayStation version that's easily as good as *Rage Racer*, with its multitude of tracks – the PlayStation version had just shy of 40 – and *real* cars.

The bad news? We're unlikely to see anything of the game until well into next year. Still, the wait is almost certainly going to be worth it. If the PlayStation could handle immensely detailed scenery, just shy of 40 tracks, a host of *real* cars and stunningly fast speeds, then surely the N64 can do even better still.

And listen, Infogrammes, don't stick too much mist in, eh? Thanks.

Grand Prix Race

The catchily-monikered third collaboration between Japanese developer Video System and American flight specialists Paradigm is a straight-down-the-line F1 simulation to rival the PlayStation's, erm, *F1*. Their debut, *Sonic Wings Assault*, certainly isn't the best of starts to a partnership that promised much, but with only the dreadfully uninspiring *F1 Pole Position* to beat, they haven't exactly got competition from all sides. And it's good to see there's a bit of driving diversity in the offing.

GO! GO!

NEW PICS!

NHL BREAKAWAY '98

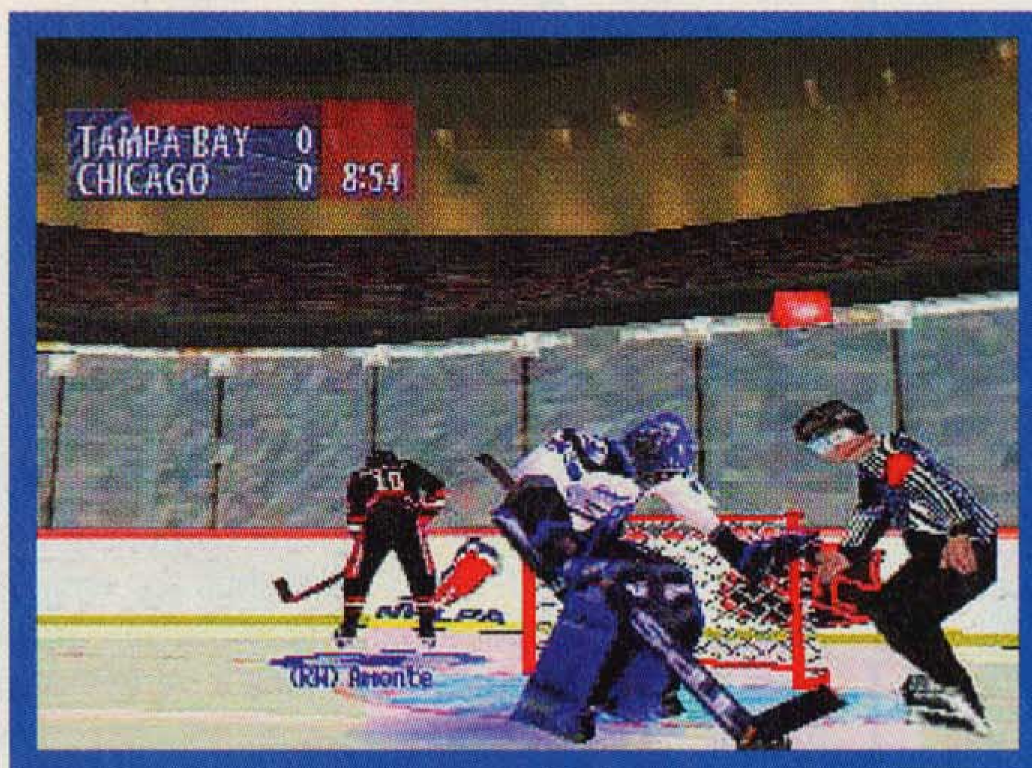
ACCLAIM	64M	1-4	(US) APRIL '98	(UK) APRIL '98

Break the ice

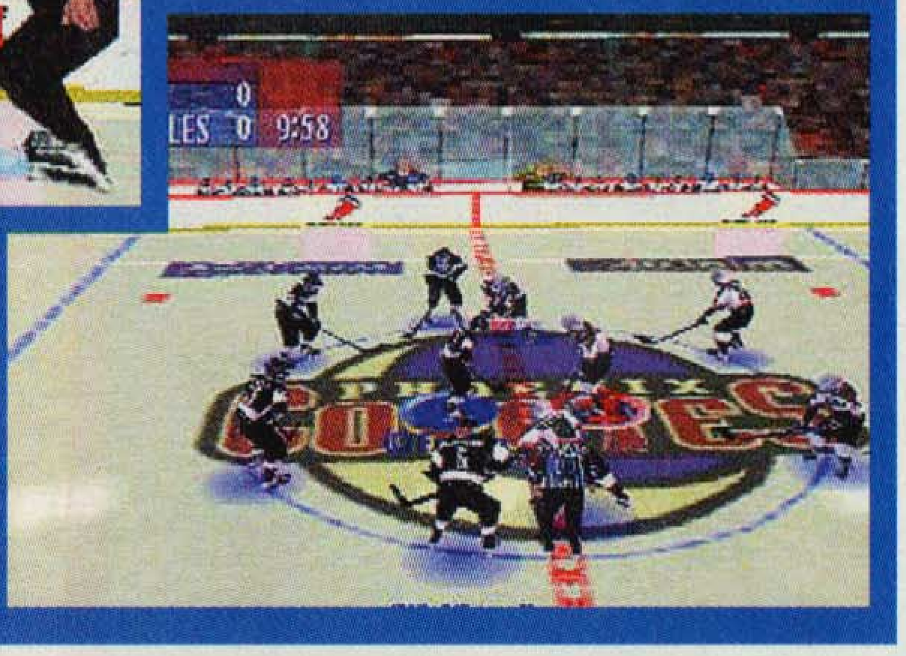
With the PlayStation and PC versions of Acclaim's long-running NHL licence succeeding amply in impressing audiences everywhere, there's much hope for the N64 incarnation which is currently being worked on in America.

Endorsed by top NHL goalscorer and part-time sales assistant at John Menzies (that's, you know, *probably*) Keith Tkachuk, *Breakaway* promises a supremely high level of detail in all areas of player motion-capture, ice rinks and behind-the-scenes stats. There'll be what Acclaim are calling a Total Team Management System, where players are rewarded points for good performances which, in turn, enhance the level of coaching and player development available.

Like *Wayne Gretzky*, all the players in *Breakaway* will be based on their real-life counterparts, with texture-mapped faces melded onto the 3D, uniform-clad lovelies on the rink to give proceedings that scary get-in-close-during-the-replays effect. Anyway, we enjoyed *Wayne Gretzky* quite a lot, and the more we dabble with ice hockey, the more we're looking forward to this. Should be good.



Res-ed up, perhaps? Well, they lack the N64's customary fuzz. And after NFL QB '98, who knows?



Rumour has it that Tony Gubba will be doing the commentary for the European version.

Net change

FIRST LOOK!

ACCLAIM SPORTS SOCCER

ACCLAIM	64M	1-4	(UK) SUMMER '98	(US/JP) SUM '98

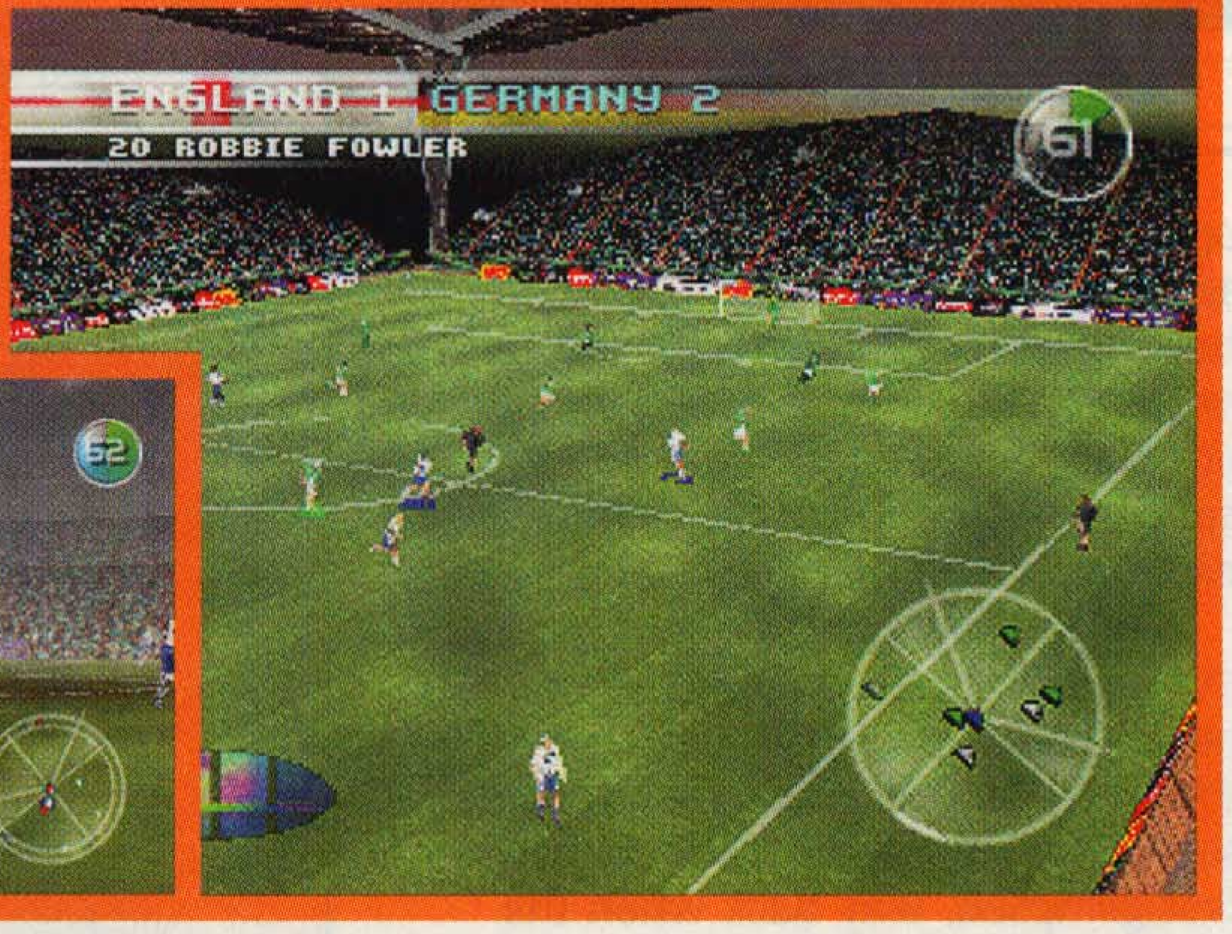
The best two examples of football games on the N64 – *FIFA '98* and, more particularly, *ISS64* – have been deadly serious takes on The Beautiful Game. The worst – *Dynamite Soccer* and *Eleven Beat* spring to mind – have not. Thus, it's not surprising that Probe's *Acclaim Sports Soccer* slots nicely into the former category, giving humungously overweight players and Moon-like ball logistics a markedly wide berth.

These early shots show a game of some promise, but an almost half-complete version was thrown onto the scrap heap, prior to E3, after the developers saw the majestic beauty of *ISS64*. And so in all probability the version Probe are working on at the moment may differ slightly from the pictures you see here.

Still, there're some interesting features in the game, not least in the shape of player AI. Apparently, each member of your team thinks and works differently on the pitch, meaning no two players' skills should be alike. But also, they react accordingly to whatever the player on the ball is doing. So if your midfielder has the ball, the two front men will peel off, one taking a marker with him to make space for the other.

Add to that some top quality motion-capture, a possible licence and the lush, real-time stadium lighting spearheaded by *FIFA '98*, and there would, it seems, be much to look forward to. But can anyone *really* better *ISS64*?

A variety of camera angles, at least means you can be comfortable in your football-playing position.



An ear to the ground

A surprising non-addition to Space World was Konami's much-anticipated ***Hybrid Heaven***. Not even a sniff of a video. But Konami in Japan are cracking along with the N64's answer to *Metal Gear Solid* (sort of), and perhaps before long we'll all see something a bit more exciting.

BMG – now only publishing games in Europe – have revealed they've as many as six titles on the go in 1998. One is ***Gex: Enter The Gecko*** from Crystal Dynamics and the other is DMA's ***Silicon Valley***, but the rest are still under wraps. However, digging a little deeper, we discovered Crystal Dynamics have at least five games in the pipeline. No prizes for guessing who'll publish at least a couple of them.

Interactive Studios – whose last outing was the rather tragic *Firo and Klawd* on the PlayStation – are also busy furrowing into the delights of 64-bitness. Their 'projects', though, aren't likely to be seen, or even announced, for a fair old while.

Despite our resident American football expert deciding ***Madden 64*** just had the edge over ***NFL QuarterBack Club '98*** last issue, Acclaim's title is outselling EA's in America by three to one. In fact, it's been at number one in the States for almost a month, raking in the green stuff for developers Iguana. That trusty old licence, eh?

Shock! Japanese mags weren't overly enamoured with ***Diddy Kong Racing***. Top rag Famitsu gave Rare's *Mario Kart* rip-off an eight and three sevens, which, although perfectly acceptable, wasn't quite the overwhelming reaction we saw here. Others, however, were bandying sixes about like nobody's business. Perhaps a tad harsh, certainly, but an obvious pointer towards *Mario Kart* still being the favourite in the East.

Probe are already hard at work on ***Extreme G 2*** as their first futuristic racer rockets into the charts this month. But there've been mixed reactions from the games buying public. Better than *Wipeout*? Worse? Perhaps the debate will only cease when *Wipeout* itself makes an appearance on the N64.

Informed Guesswork #1: Rare aren't working on ***Tomorrow Never Dies*** but a general Bond game. Just a thought.

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F64(1)

RPG NEWS

WITH WIL OVERTON

Space World's come and gone. But did it deliver the role-playing goods?

Mario misses his mother

△ So still no real speech conversations for Mother then?

MOTHER 3

NINTENDO/HAL	64DD	1	TBA (Japan)	TBA (UK)

It was the game everyone was expecting to see. The game that would, in one fell swoop, sell the N64's disk drive and prove it *could* handle a decent sized example of Japan's favourite game type. But, most importantly, it was the title that could give Nintendo back some much needed credibility amongst Japan's RPG playing fraternity (and that's an awful lot of potential customers for the Big N).

Alas, though, it was not to be. To everyone's surprise *Mother 3*, Itoi Shigesato's latest installment of Nintendo's supremely surreal RPG series, failed to make any physical appearance at all at Space World '97. It was left to just a few new screenshots (which we bring you here) to keep the *Mother* flag flying while the 64DD was pushed forward more as a creative toy and a *Pocket Monsters* vehicle than a games saviour.

What went wrong? Was the game deemed not good enough or complete enough to show to the public? When Shigesato appeared with Miyamoto at E3 earlier this year he reported that both the scenario and main game engine were all but complete. And NCL PR head honcho Yoshio Hongo, on more than one occasion, told Japanese games magazines that there was no reason why *Mother* shouldn't be at the show.

With its release date now floating in limbo along with the other non-*Pocket Monsters DD* games, we can but wonder if it'll be Space World '98 before games fans get to see a 'real' RPG from Nintendo. Sigh.

△ Are those hit points on that meter?

△ The finest saloon in town is obviously not the place to be in Mother 3's version of the Wild West.

◁ Tim's favourite band, Suede, make a guest appearance.

△ Disturbing is the only word we can think of to describe scenes like this one.

SUPER MARIO RPG 2

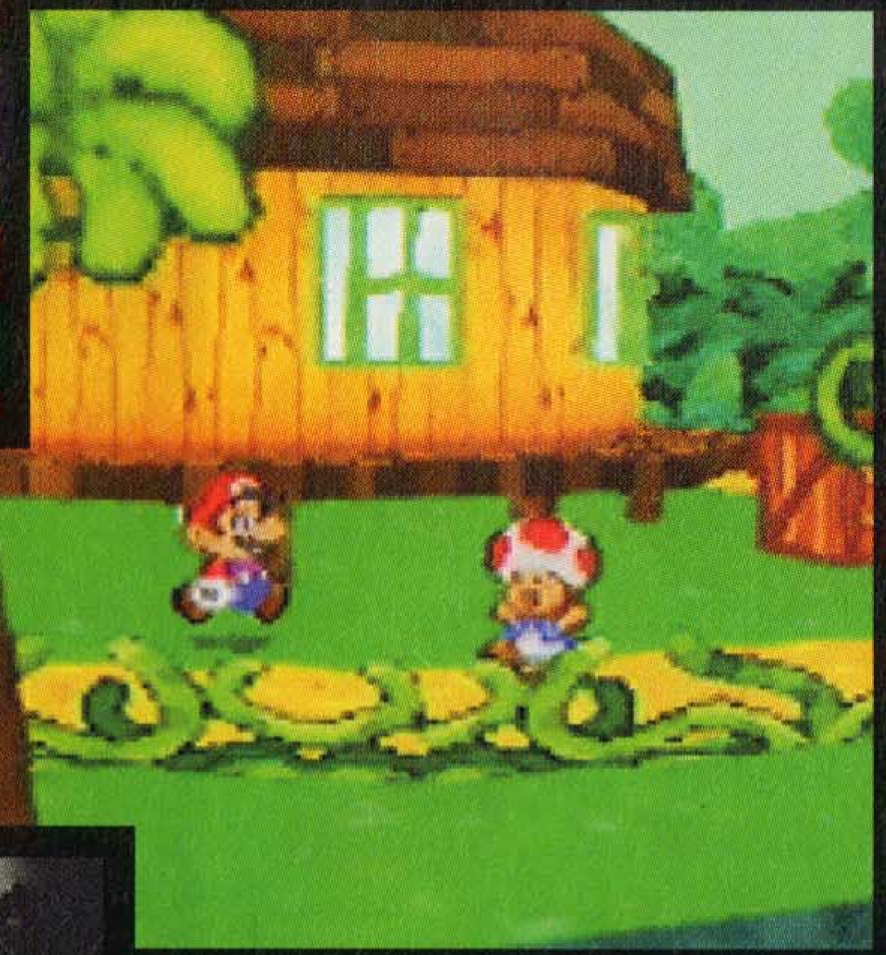
NINTENDO/ INTELLIGENT SYSTEMS	64DD	1	TBA	TBA

Lawdy lawks! Another show surprise! Although it was in no way playable, the first screenshots of the N64 sequel to *Super Mario RPG* seemed to slip out from nowhere. And what was even more of a surprise was that they bear absolutely no relation to the Square/Nintendo original, but instead take on an appearance more akin to the recent PlayStation hit *Parappa the Rappa*.

Mario appears to be a flat 2D character inhabiting a 3D world in the game being programmed by Intelligent Systems for Nintendo, while the whole project is being, rather worryingly, described by Miyamoto as very much a 'youngster's' RPG. Not that its Super Famicom predecessor was in any way an 'adult' game, but it seems that Nintendo have long left the mainstream games world far behind. Better news, though, is that the game is apparently scheduled for imminent release and could appear soon after the DD's launch in June '98. More news as and when.

Just how 'young' is Super Mario RPG 2 going to be? Those trees are far too scary for kiddies.

Playing mix and match from other games in the Mario universe was a favourite of the first game. Here's the helpful hound from Yoshi's Island.



At the moment things look pretty if not very imaginative. At least Kinopio (AKA Toad) is around, eh?

Mario went all rendered 3D in his first RPG adventure, but here he's decidedly flat.

ASK FuSoYa

You crazy guyz! No sooner has the new year started and you come round here banging on ol' FuSoYa's door trying to catch him out with your zany RPG questions. Can't a wizard get no peace around here?

Jon Herbert of Bristol has summoned the courage to ask the FuSoster these common but ever pertinent questions:

As the most eagerly awaited N64 game on the market, *Zelda* is a game that doesn't leave my game-addicted mind. [*Steady now, m'lad.*] After thinking for hours about how good the game looks, a few questions come to my mind that I thought You could answer.

1. Should I buy the cartridge version of *Zelda* when it comes out, or shall I wait longer and buy the 64DD version?

2. Is there any major difference between the DD version and the cartridge version?

3. Is the DD version any cheaper than the cartridge?

4. When will the DD version come out?

FuSoYa stares to the heavens as if searching for divine inspiration, or, at least, a witty Chevvy Chase one-liner. Alas nothing comes, and instead he resorts to answer the eternal 64DD question.

1. If you wait for the 64DD Zelda to arrive the rest of us will have finished Ocarina Of Time a dozen times over before you even start. Seeing as work hasn't even really started on Link's disk adventure yet, I'd make do with the cartridge game when it arrives.

2. The 64DD Zelda will contain a baby Link that you'll have to nurture to adulthood in real-time over 18 years (thus adhering to all Nintendo's new-found game values). Apart from releasing a new add-on disk every year, which will take Link through the next 365 days' worth of adventures, you'll be able to download the fledgling warrior to either a Game Boy, Virtual Boy or Super Famicom cartridge, each of which will hold a special event in his life (so you'll need to own each machine to see the whole game). Oh and Nintendo have signed up Tim Follin to compose the soundtrack in the style of REO Speedwagon. Or maybe I just haven't got a clue. You decide.

3. Most probably, yes.

4. The mists of prophecy evade me today but I'll hazard a guess at sometime in 1999.

Phew! The Demon Platypus of Irony had me well within its grasp there. It's back to earth with a bump for Alex Duin's poser.

You aren't the only one with great knowledge of RPGs. I know a thing or two as well. Look at the lower of the two screenshots of *Zelda III*. It shows Link getting the lamp from a chest in a dungeon. Shock! If you've played the game for over a minute you'd know that you get the lamp in a chest in Link's house and not some dungeony place. Is this another victim of the infamous development shot?

If you think you can catch FuSoYa out that easily you've got another thing coming, m'lad. Like pomp rockers. Yes I may be a dinosaur, but I can still teach you young whippersnappers a thing or two. The answer is simple.

You can get the lamp to light Link's way in the house...

...or in the dungeon here. The choice is yours.

If Link doesn't take the lamp from his house at the beginning of the game he can simply pick it up from the first chest he encounters in the dungeon at the castle. If you do get the lamp from the house the chest merely contains some rupees. Just one more simple example of why Nintendo's own games are so much better thought out than everyone else's. Now begone!

Join me next month when I'll not only be dishing out yet more RPG wisdom, but I'll be showing you why none of Gary Rhodes' recipes are to be trusted. It'll be a winner!

Write that note. Stamp that envelope. And set it floating on a burning Viking funeral barge to:

Ask FuSoYa
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

GO! GO!

PLANET 64 COMING SOON

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

	Game name	Publisher	Type	Country
January 1998				
	Nagano Winter Olympics	Konami	SPT	US/UK
	NBA In the Zone '98	Konami	SPT	US
	Pro Baseball King 2	Imagineer	SPT	JPN
February 1998				
23	Yoshi's Story	Nintendo	ACT	US
	1080° Snowboarding	Nintendo	SPT	JPN
	Legend of Zelda	Nintendo	RPG	JPN
	Mystical Ninja 64	Konami	RPG	US
	NHL Breakaway '98	Acclaim	SPT	US
	WWF vs NWO	THQ	SPT	UK
March 1998				
30	1080° Snowboarding	Nintendo	SPT	US
30	Ken Griffey Jr	Nintendo	SPT	US
16	Banjo-Kazooie	Nintendo	ACT	US/UK/JPN
	Bio Tetris Bottom Up	ETC	JPN	
	Conker's Quest	Rare	ACT	US/UK/JPN
	G.A.S.P.!-Fighters' NEXTream	Konami	FGT	JPN/US/UK
	Holy Magic Century Eltale	Imagineer	RPG	JPN
	Kiratto Kaigetsu	Imagineer	TAB	JPN
	Pocket Monster 64DD	Nintendo	RPG	JPN
	Quake 64	GT	SHT	US/UK
	Sim City 64DD	Nintendo	SLG	JPN
	Snow Speeder	Imagineer	SPT	JPN
	Sonic Wings Assault	Video Sys.	SHT	JPN
	Superman: Anim. Series	Titus	ACT	US
	Super Robot Spirits	Banpresto	–	JPN
	Twisted Edge Snowboarding	Kemco	SPT	US
April				
	Pachinko 365 Days	Seta	ETC	JPN
May				
	Rev Limit	Seta	RAC	JPN
	Tonic Trouble	Ubi Soft	–	UK/US
June				
	F-Zero X	Nintendo	RAC	JPN
	Talent Maker 64DD	Nintendo	ETC	JPN
	Polygon Maker 64DD	Nintendo	ETC	JPN
	Picture Maker 64DD	Nintendo	ETC	JPN
July				
	NBA Basketball	Nintendo	SPT	JPN
1998				
early	Centipede X	Midway	SHT	US
spr.	Jungle Emperor Leo	Nintendo	–	JPN
spr.	Ken Griffey Jr Baseball	Nintendo	SPT	US
aut.	F-Zero X	Nintendo	RAC	US
wint.	Unreal	GT	ACT	US
	Attack!	Midway	–	US
	Body Harvest	Nintendo	SHT	US
	Earthworm Jim 3D	Interplay	ACT	US/UK
	Flights of the UN	Video Sys.	SHT	JPN
	Flying Dragon Fist Twin	Culture B.	–	FGT
	Forsaken	Acclaim	ACT	US
	Golf	Nintendo	SPT	JPN
	Hybrid Heaven	Konami	ACT	US/UK/JPN
	Jungle Emperor Leo	Nintendo	ACT	JPN
	Jurassic Park 2	Dreamworks	–	US
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Mission: Impossible	Ocean	ACT	US/UK/JPN
	NBA Jam 98	Acclaim	SPT	US
	Pikachu Genki Dechu	Nintendo	ETC	JPN
	Quest 64	THQ	RPG	US
	Quest for Camelot	Titus	–	US
	RoboTech: Crystal Dreams	Gametek	SHT	US
	Sim City 2000	Imagineer	SLG	JPN
	Sim Copter	Maxis	SIM	US
	Space Circus	Ocean	ACT	US/UK
	Tamagotchi 64	Bandai	RPG	JPN
	Thornado Factor 5	SHT	US	
	Tokon Road	Hudson	SPT	JPN
	Turok 2	Acclaim	SHT	US/UK
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	7th Legion	DMA/Epic	–	US
	Actua Golf	Interplay	SPT	US
	Bio Tetris	Bottom Up	PUZ	JPN
	Blade & Barrel	Kemco	SHT	JPN
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	Dual Heroes	Hudson	FGT	JPN
	F-Zero X (add-on disk)	Nintendo	RAC	JPN
	Freak Boy	Virgin	ACT	US
	GEX: Enter the Gecko	Midway	ACT	US/UK
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Jeopardy	Gametek	PUZ	US
	Joust X	Midway	SHT	US
	Jikkyo Golf Tournament 98	Konami	SPT	JPN
	Kindaichi's Accident File	Hudson	–	JPN
	Knife Edge	Kemco	SHT	US
	Legion X	Hudson	–	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mother 3	Nintendo	RPG	JPN
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Paperboy 64	Mindscape	–	US/UK
	Reason	Imagineer	–	JPN
	Robotron X	Williams	SHT	US
	Silicon Valley	BMG	ACT	US/UK
	Snobo Kids	Atlus	SPT	JPN
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Ultra Combat	GT	–	US
	Ultra Descent	Interplay	SHT	US/UK
	Ultra Soccer	Acclaim	SPT	US/UK
	VR Baseball	Interplay	SPT	US
	Wetrix	Ocean	PUZ	US/UK

* working title

KEY

ACT	ACTION	RPG	ROLE-PLAYING GAME	SHT	SHOOT-'EM-UP
FGT	FIGHTING GAME	SPT	SPORT	SIM	SIMULATION
SLG	STRATEGY	TAB	BOARD GAME	RAC	RACING
				ETC	MISCELLANEOUS

N64 MAGAZINE Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 → **The Legend of Zelda 64** – Nintendo, Japan: April, UK: TBA

2 → **F-Zero 64** – Nintendo, Japan: June, UK: TBA

3 ↑ **Banjo-Kazooie** – Nintendo, US: March, Japan: April

4 → **Yoshi's Story 64** – Nintendo, Japan: Out now, UK: TBA

5 ↓ **Castlevania 64** – Konami, UK: TBA

6 NEW! **1080° Snowboarding** – Nintendo, Japan: Feb, UK: TBA

7 ↑ **Hybrid Heaven** – Konami, UK: TBA

8 ↑ **Holy Magic Century** – Imagineer, Japan: March

9 ↓ **Super Mario RPG 2** – Nintendo, UK: TBA

10 NEW! **Jungle Emperor Leo** – Nintendo, UK: TBA

Bubbling Under: *Fighter's Destiny* (Ocean), *Super Mario 64 2* (Nintendo), *Mother 3* (Nintendo)

TOP 5 IN THE UK
Source: ChartTrack

1. GOLDENEYE 007
2. MARIO KART 64
3. LYLAT WARS
4. SUPER MARIO 64
5. TOP GEAR RALLY

TOP 5 IN JAPAN

1. DIDDY KONG RACING
2. BOMBERMAN 64
3. PUYO PUYO SUN 64
4. 64 O-SUMO
5. WILD CHOPPERS

TOP 5 IN THE USA

1. DIDDY KONG RACING
2. NFL QUARTERBACK '98
3. GOLDENEYE 007
4. MADDEN 64
5. DUKE NUKEM 64

TOP 5 IMPORTS
Source: Project K

1. DIDDY KONG RACING
2. WCW vs NWO WORLD TOUR
3. GOLDENEYE 007
4. DUKE NUKEM 64
5. STARFOX 64

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THIS UNIQUE JOYPAD ADD ON BRINGS A TOTAL NEW EXPERIENCE TO N64™ GAMING
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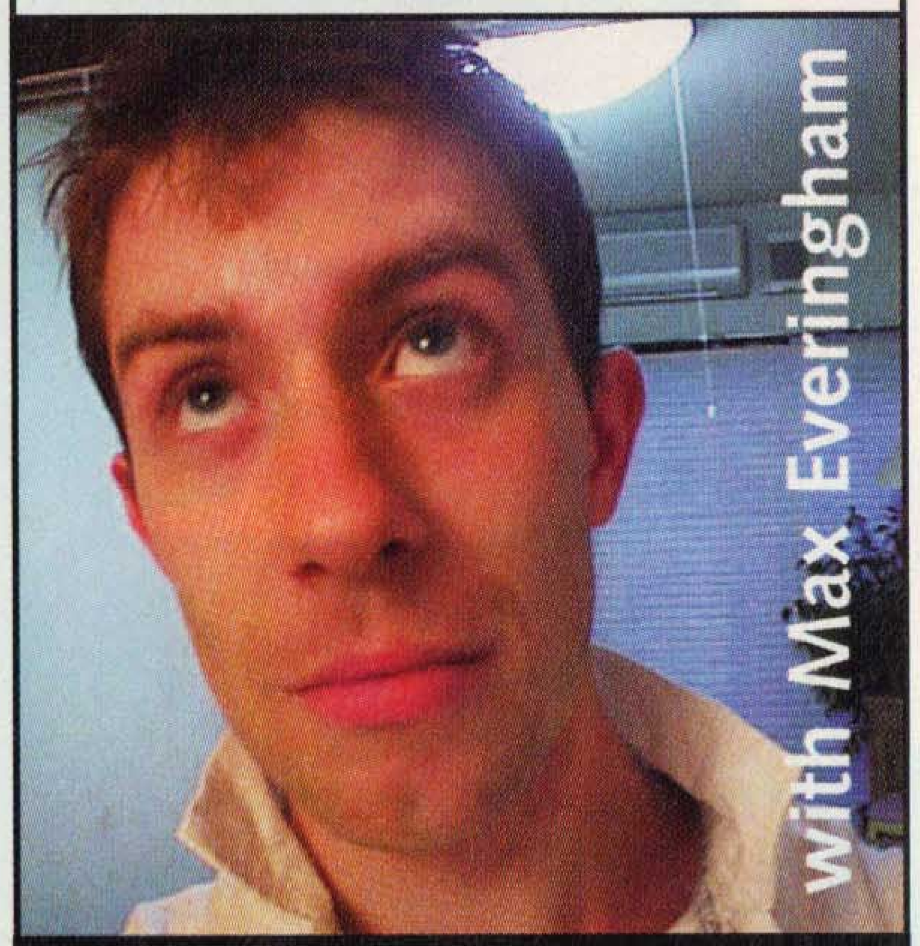
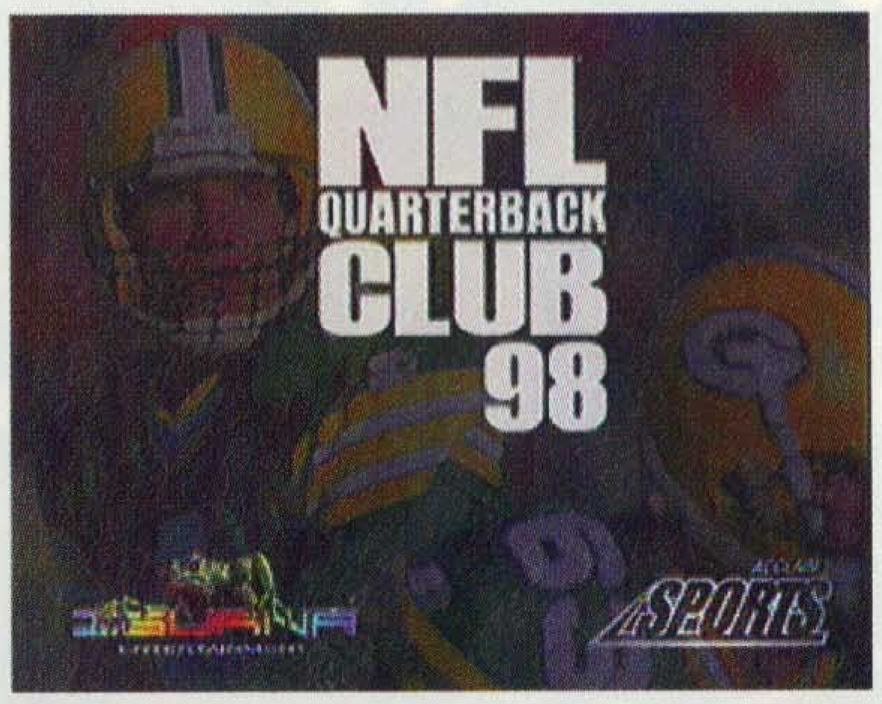
ゲーム日本



MADE IN JAPAN

Playing them at their own game

Both EA and Acclaim have released US football games recently. I realise that this may come as a bit of a shock, but I actually like American sports. Yep, when the lads run all over the place like headless chickens and the cheerleaders jump up and down waving their pom poms about, I have to admit to getting terribly excited. After all, they were made for drama, glamour and pizzaz. Very few other sports can offer the nail-biting last-ditch winning efforts that come so often in basketball and American football, for example. Despite the ludicrously high scores generated in these games, it's nearly always a very close thing, and the emphasis placed on the time limits with whistles, buzzers and the like heightening the tension (including terribly excitable commmentary), mean it's difficult not to get involved. These games (note: I haven't mentioned baseball yet) are great sports for spectators – not just the dedicated fans, but for families too. Football attracts gates which are the stuff of dreams for soccer clubs in the UK, and there's never any violence. I've owned just about every major console going, and loved the early *Madden NFL* games, so the advent of *NFL QuarterBack Club '98* is going to make my year. Sorry, but there it is.



NFL QuarterBack Club '98 – *I can hardly wait.*

Street play

On the streets, the most heavily-promoted game is *Diddy Kong Racing*. I've read about it, had a go and watched other people pick up the controller, play for a minute or so, then walk away shrugging. As you can guess, I don't really rate the game that highly at first look, but maybe it'll grow on me. Compared to *MK64*, though, everything felt a bit flat. Aside from Rare's title, very little seems to be happening in terms of releases. *Sumo 64* (which I will definitely buy, sad man that I am) is supposed to be out in just under two weeks, on the same day as *Wild Choppers*, *Famista 64* and, for goodness sake, a Pachinko game. Now, people complain about the dearth of titles available for the 64, but the scene really is looking far healthier than a few months back. With 14 more to come in the next month, the only objections to the release schedules are going to come from my bank manager.

So many games but so little spare cash...

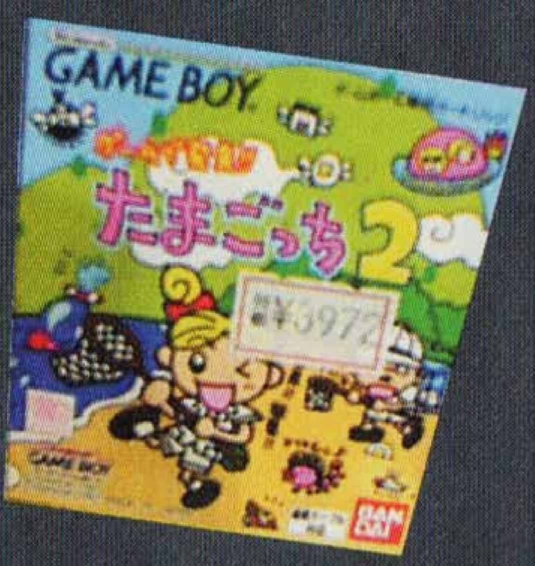
Aaah, Diddy Kong Racing. *Better than* Mario Kart? *Maybe not quite, but it'll grow on you.*

Pocket Monsters 2

This is going to be huge and no mistake. Information on *Pocket Monsters 2* for the Game Boy has been released by Nintendo PR and it's looking even bigger. There's no release date as yet (odd, that) but here's a rundown of the new features:

- The hero can now use a skateboard (as well as the bicycle from *PM1*) to go to 'more interesting places'.
- Pocket Monsters change more than once in this version and there are both males and females (in *PM1*, only one monster came in both sexes).
- If you have both the male and female of a monster, you can make babies!
- The game now has a 'clock' feature, which is something to do with getting power-ups for the monsters, but Nintendo are keeping schtum on the details.
- There will be at least 250 varieties of monster in version 2.
- New attacks (over 200), graphic power-ups.
- You can import monsters from the first game into the second.
- The monster Pipi changes to Pipi Pixi and you can now witness the metamorphosis.

Chart news



At time of writing, the best-selling game in Japan on any system remains, wait for it, *Tamagotchi 2* on the Game Boy. That's 72,000 sold this week. Hard to believe that this craze is still with us, but with the forthcoming N64 game based on the PM Pikachu, there doesn't appear to be much of a let-up in cutesy pet games. And speaking of *Pocket Monsters* (PM), the Game Boy version ranks no.2 on the best seller chart. In the Nintendo 64 rankings, *Puyo Puyo Sun 64* comes in at number 1, having sold 25,200 units (compared, say with the No.1 psx title *Namco Antiques Museum Collection* at 35,000 and *All Japan Pro Wrestling* featuring Virtua for Sega, at 36,100 units for the week).

Yoshi's Story Update

A couple of the mags here have managed to get more *Yoshi's Story* screenshots to play with (the present release date is the 21st December) so we can glean a few more details. In keeping with the story-book theme, the pages often don't scroll as you might expect, but rather peel away, as if the page is being lifted by someone off screen. Just like the Tom and Jerry cartoons years back. As you start up, you're presented with a screen displaying 'today's lucky fruits', the significance of which is not yet clear. In play, there are 30 white dots lining the screen borders which change to fruit icons as you collect them on your travels. When you've collected all 30, the course is cleared and you move on. Um, that's it.

M2 born again?

The rebirth was witnessed at the recent Com Japan 1997 show, held at Tokyo Big Site exhibition centre. Originally intended as a family games machine, the M2 will now be directed at business users who are expected to run non-games applications requiring high-resolution graphics. Matsushita staff are adamant that it can still be used as a games machine as the graphics are '100 percent', but at a projected price of somewhere under ¥100,000 (500 quid) for corporate clients, it may be wiser to stick with your N64.

LEARN JAPANESE

PART 7

And so, on to the bit which allows you to communicate with the natives, or else impress your mates:

(hako wa, irimasen) = I don't need the box
はこ　わ　いりません

(ikura) = How much?
いくら

(nakami dake, ikura) = How much without the box?
なかみ　だけ　いくら

iranai = I don't want it (packaging, etc)
いらない

sai sei = recycle
さい　せい

AN ENGLISHMAN IN TOKYO

Rich pickings

Anyone want a free TV? Nearly new, perfect working order, yours for nowt. Or a video, perhaps? I haven't made any New Year resolutions this time, so instead I've decided to rant a bit this month about probably the only aspect of our industry that really annoys me. Packaging. I'm sure you've all heard of the vast rubbish dump in Tokyo where people jettison their year-old tellies, videos, microwaves and what-not, to make room for their latest purchases. But this isn't the only place consumer electronics are discarded – outside every large apartment block, there is a 'bin-area', for the chucking of rubbish, known as 'gomi' (see language column in the September **N64**). I know poor, downtrodden Brits (ahem) who've furnished their entire apartments with other people's abandoned possessions. It's not unusual, for example, to find a fully functional, nearly new TV in such places, with the remote taped carefully to the top of the cabinet. There for the taking.

And herein lies the paradox, because such a throw-away society has also developed an impressively sophisticated system for recycling their rubbish. Not only is just about everything you can use recycled, but householders are expected to separate it all before removal. None of that single bin liner nonsense over here, oh no.

I know some places in Britain have begun to separate stuff, and that bottle banks are a common sight, but here, cans, bottles, plastics, combustibles, magazines, newspapers, 'large items' and even things you've managed to break into lots of tiny, sharp pieces must all be separated from one another. Where I live, there is even a directive to flush the contents of used nappies down the toilet before you throw it away – if you don't, apparently, noxious gases released from the contents inflate the bag you've put it in and then blow up, giving the bin man a rather unwelcome surprise.

All well and good, you think, but what on earth has this to do with Nintendo? Ah, glad you asked. Take a look at the photo of a recent N64 purchase, surrounded by all that crap. All that plastic and paper comes as standard when you buy a game, whatever flavour it is. I once read a book by Dave Barry, where he described a shop assistant in Japan taking enormous pains over wrapping up a fork, which she knew he wanted to use immediately. Now, a lot of what you may read about Japan and the Japanese is hackneyed or just plain wrong, but Mr Barry was spot on here. Look! Do I really need all that wrapping?

The Nintendo 64 cartridge is a lump of moulded plastic which is hard wearing and virtually indestructible. We're not talking CDs here, which aren't quite as tolerant of having strawberry jam slapped all over them as we might have been led to believe. Does it really need to be put in a little plastic bag, then laid in a separate plastic box, which is then inserted into a cardboard box – but not before three or more pieces of paper are slipped in with it – and then popped into a plastic bag, which is then, incredibly, sealed at the top with yet another piece of (sticky) plastic? I for one would be just as happy to buy it if the only packaging was, say, a single, printed plastic box, like the Game Boy ones, only bigger. A kind of compromise between providing fancy packaging which appeals to consumers, and slowing the destruction of the planet.

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA

SAN FRANCISCO RUSH

N64 MAGAZINE ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above — *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% - 70% — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

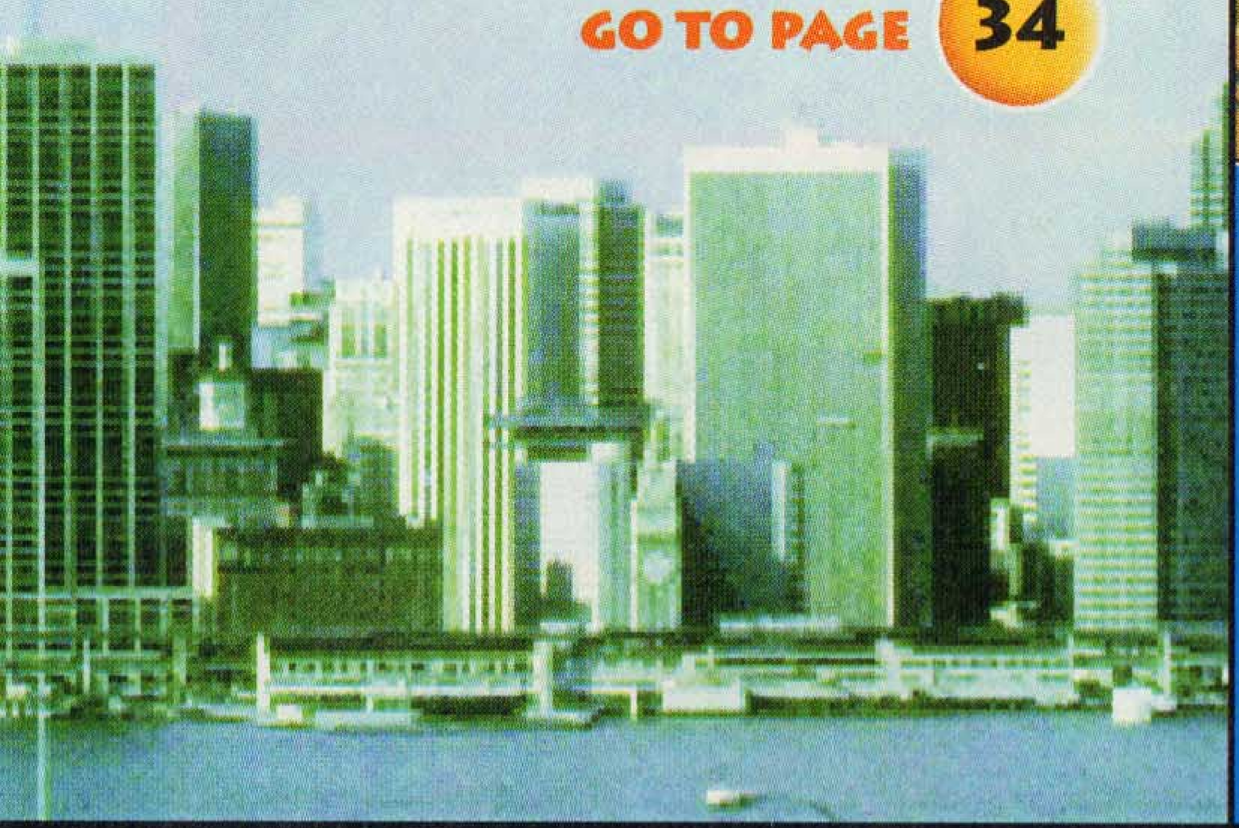
69% - 50% — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% - 20% — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% - 0% — *We still haven't come across an N64 game quite this bad, and hope we never do. Should we, however, we'll punish it ruthlessly.*

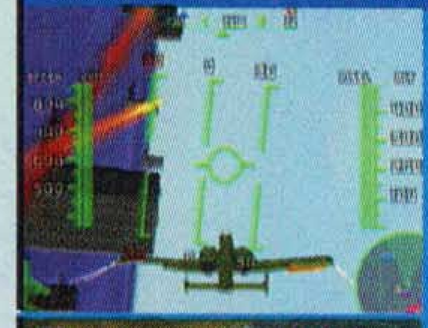
Undreamt of speeds, and stunts to die for. Literally.

GO TO PAGE 34



IMPORT ARENA

The games they're playing in America and Japan.



HOW IT WORKS

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end, no matter how hard it is. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with useful information and hard-won secrets.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

Here at N64 Magazine, we don't know the meaning of the word 'phaeton'.

Jonathan Davies
Apart from Jonathan, that is. (But he doesn't know the meaning of the word 'tergiversate'.)
Game of the month: 64 O-Sumo

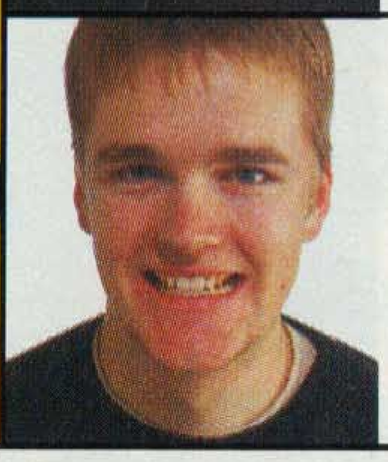
Andrea Ball
"I've no idea," said Andrea, glumly. "But I'm sure if I got it they'd knock a third off the price the next day."
Game of the month: 64 O-Sumo

Wil Overton
"It's what you get when you combine a three-bamboo with any two of the winds," posited Wil, his mah jong 'expertise' looking increasingly suspect.
Game of the month: Wild Choppers

Paul Jarrold
Paul looked thoughtful. "Is it something you have to do to win Mario Kart that no-one's told me about?" he ventured.
Game of the month: Sub Zero

James Ashton
Jet-lagged, show-shocked James hasn't been at his most approachable this month, so we moved straight on to Tim.
Game of the month: Yoshi's Story

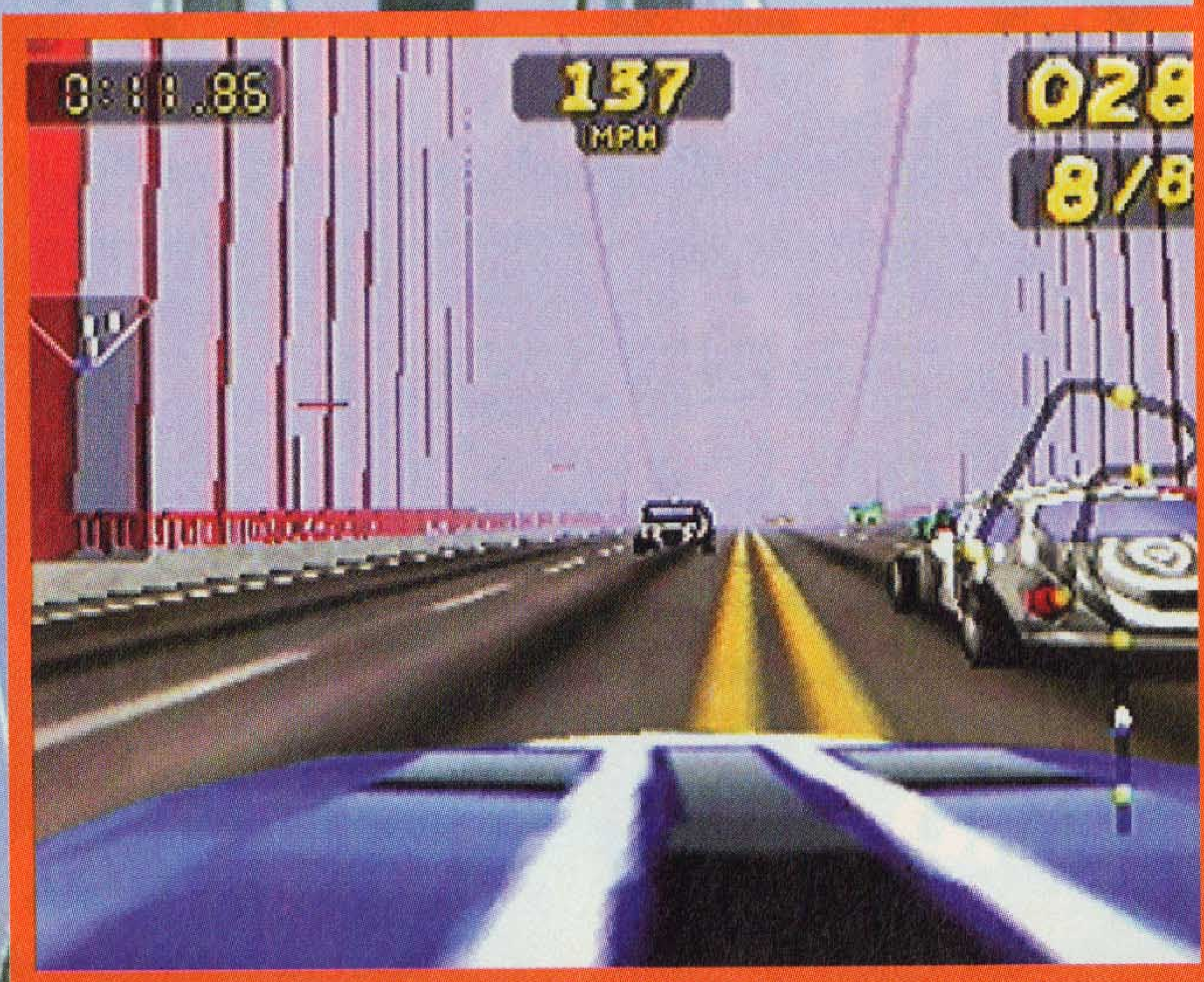
Jes Bickham
"It's a light four-wheeled horse-drawn carriage," said dictionary-brained Jes, correctly. We hit him across the chops with a disused Clayfighter cart.
Game of the month: WCW vs NWO



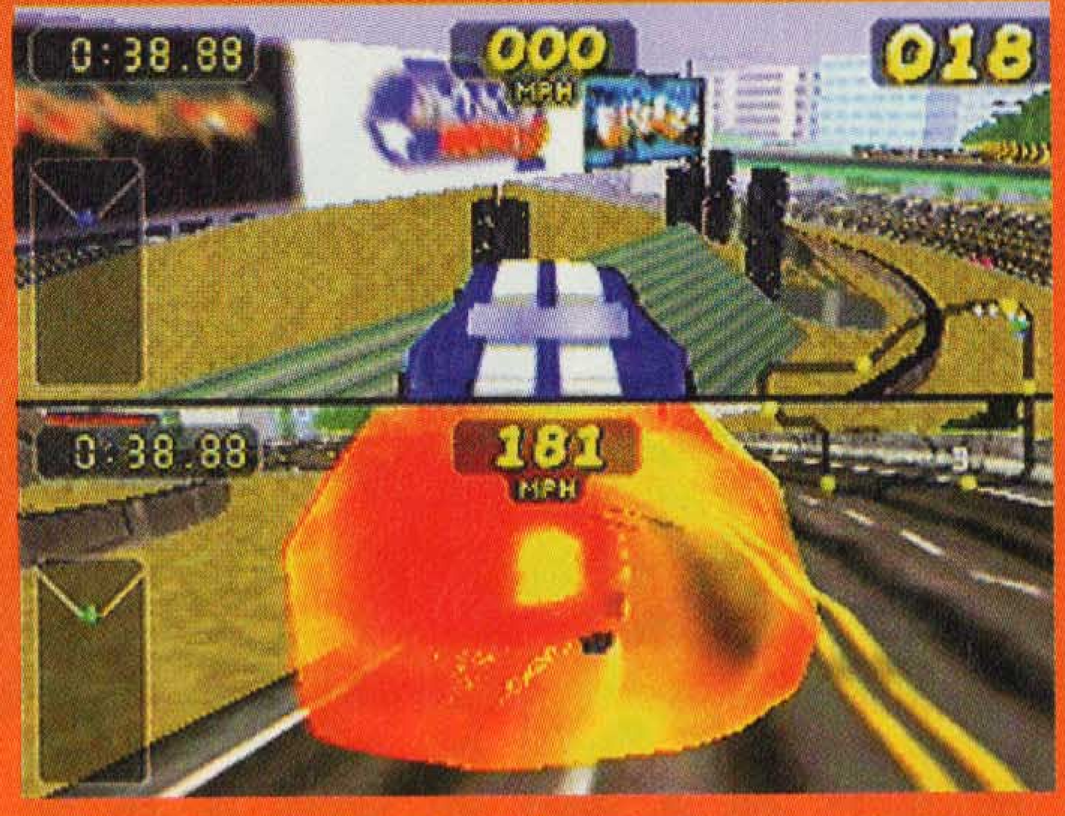
Tim Weaver
"Well, I'm not sure what it means," admitted Tim, "but I shouted it a couple of times yesterday while I was playing MK Mythologies: Sub Zero."
Game of the month: San Fran Rush

Zy Nicholson
"I reckon it's a type of South American dance involving fruit," volunteered Zy belatedly.
Game of the month: Wild Choppers

PREVIOUSLY IN N64 We took a Future Look at *San Francisco Rush* back in **N64**/8.



△ *As an opponent, the black VW Camper Van is nasty. He'll frequently try to shunt you off the road. Give him a bit back.*

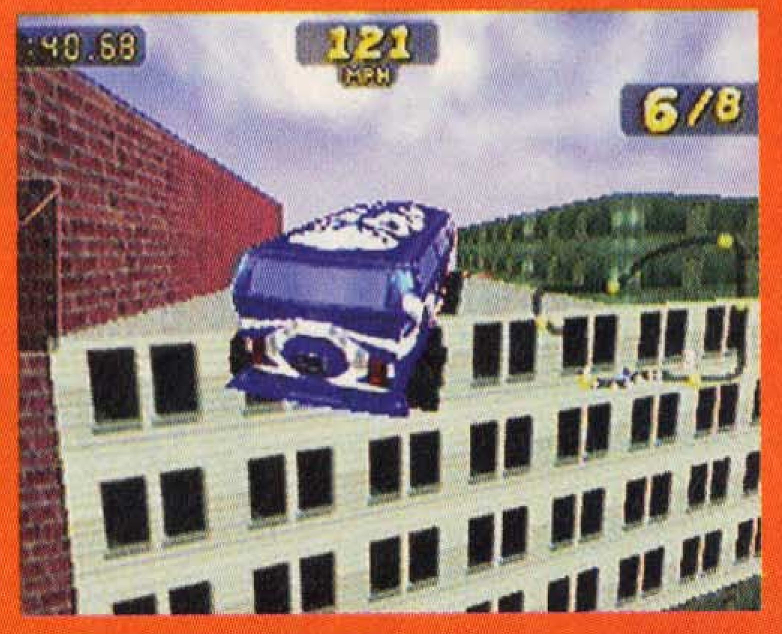


San Francisco Rush			
GTI			
Out now	64M		1/2
	Controller Pak	Cartridge back-up	Rumble Pak
£60			

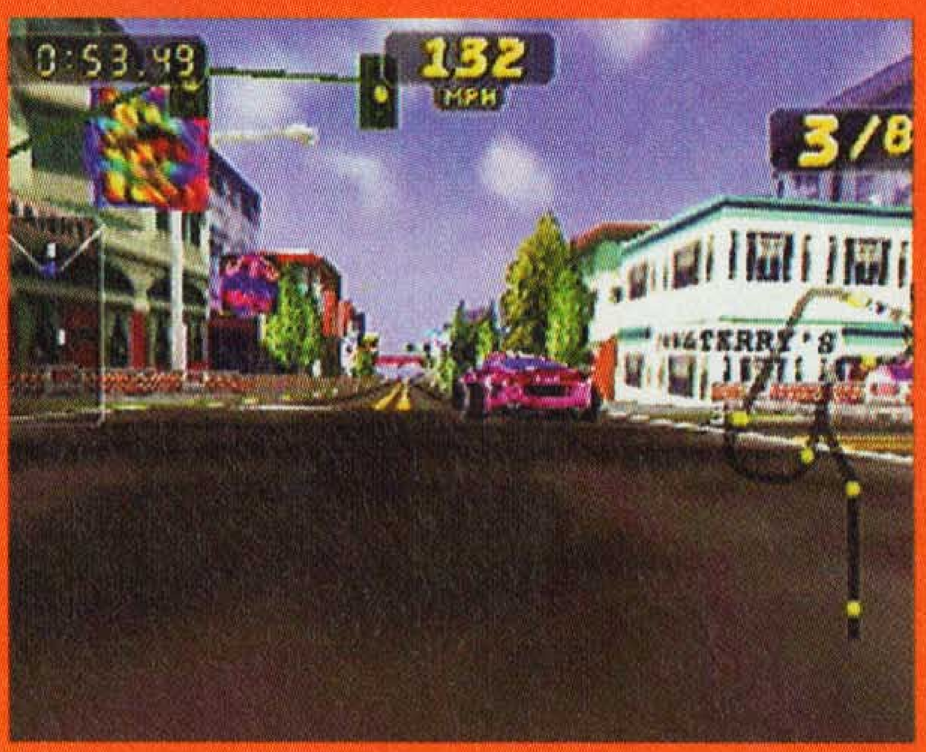
SAN FRANCISCO RUSH

Is it a bird? No. Is it a plane? Nope. Just a VW Camper Van driving across the roof of a skyscraper. Obviously...

Skids. The staple diet of much of SFR. Even turning a corner makes a tidy black mark on the road. ▷



The jumps, as you can see, often defy the laws of gravity. Still, it's all fun.



One thing you'll notice: *San Francisco Rush* isn't your common or garden racing game. There's no room for logistics. Or gravity. Or car suspension. Because when you hit a bump in the road you don't just leap, you soar. So high and so far, in fact, that you're often left to ponder whether you're ever going to come back down again. And when you do, it's not with much of a bump. Just a bit of a spring.

And that's typical of a game that foregoes *Top Gear Rally*'s serious rallying pedigree in favour of a more adventurous mix of mazey exploration, corkscrew mid-air twists (mostly unintentional), accidentally-stumbled-upon ramps, tunnels and rooftops, and street after street after street of high-speed explosions. Those looking for an N64 *Rage Racer*, then, will be bitterly disappointed. But those looking for *Diddy Kong Racing* in VW Beetles need not look any further…

Wheels of fortune

SFR's speedy on-wheel stars are divided into four categories: Beginner, Advanced, Expert and Extreme. (And when you opt for the last, a crowd screams and the commentator shouts: "It's dangerous!" Which is nice.) They also bear a considerable likeness to a number of well-known *actual* cars but, minus a licence, that can just be put down to pure 'coincidence'. Anyway, here's a comprehensive rundown even Jeremy Clarkson would be proud of…

Beginner Cars: VW Camper, BMW

Handling: Heavy.
Advantages: 1) Little swerve, so, unlike the lighter, faster cars, in emergencies, it's easier to regain control.
2) The weight of the vehicles means you can use your extra kilograms to knock overly aggressive opponents off-track.
Disadvantages: 1) On straights, you'll quite often lose out, especially to the Expert and Extreme vehicles.
2) Cornering is a nightmare, notably towards the end when suddenly-upon-you right-angled turns come out of nowhere.

Advanced Cars: Dodge Viper, Pontiac Firebird

Handling: Middling.
Advantages: 1) Good acceleration and ability to maintain consistent top speed means a first place won't be jeopardised on straights. 2) After jumps, your airborne activity is particularly lengthy. (Giving you plenty of distance.)
Disadvantages: 1) Rubbish on grass. Even if you touch the minutest of blades, you'll spin helplessly out of control.
2) Swervy, especially when you've had a bad landing from a jump. (Often leading to race-threatening building interfacing.)

Expert Cars: VW Beetle, Corvette

Handling: Swervy.
Advantages: 1) Because of their smaller size, particularly in the case of the Beetle, many of the secret bits (prone to being tiny passageways and narrow overhead passes) are easily traversable. 2) Quick acceleration-to-brake reaction times.
Disadvantages: 1) The vehicles are suspiciously prone to skidding meaning, against the oft-surprising twists and turns of the backward and mirror courses, you'll often struggle.
2) So light that the merest of shunts will send you packing.

Extreme Cars: Ferrari,

Handling: Quick.
Advantages: 1) Very, *very* fast. If you get a good start, you can be miles ahead of the pack before you've even reached the first checkpoint. 2) Crash, and all is not lost due to their frighteningly rapid acceleration.
Disadvantages: 1) Terribly inadequate braking, especially when you're travelling at upward of 100mph. Don't be surprised if it takes a quarter of a mile before you come to a complete stop. 2) Difficult to manoeuvre, markedly at speed.

FORMULA… HMM

Succeeding in *SFR* isn't exactly straightforward. For starters, a Championship season – labelled, oddly, a "Circuit" in the game – throws you straight into the mirrored and backward courses, as well as the standard six more expected, proper-way-round tracks. This takes some getting used to, particularly as you're given no chance to get to know the courses, in this competition at least, the *right* way round, let alone completely switched. The secret to getting round this? Erm, well, good driving, really, but the Practice mode is there to help you get to know the tracks.

YOUR CHEATIN' CAR

Three ways to ensure you get the most out of the Practice Mode:
1. Auto Abort Disable: Normally, when you stop for a little while, off the track, you get reset back onto the track. To prevent this from happening go to the Set Up screen and press Up-C, Up, C, Up-C and Up-C. A little 00.06 will appear.
2. Infinite Time: On the Set Up screen, hold the Z-Trigger and press and hold Down-C then Up-C. Continue to hold the trigger but release both buttons. Now, press and hold Up-C then Down-C. Now release the Z-Trigger. Nice.
3. Resurrect in Place: Now, when you crash, you'll be resurrected back in the place you blew up, instead of half a mile down the track. On the Set Up screen, hold the Z Button, then press and hold the Left- and Right-C. Release. Continue to hold the Z Trigger and press the Right-C and Left-C. Job done. And that.

Track one

Breakdown

Track info: Lap Distance: 2.6 Miles • Elevation Change: 1030ft • Difficulty: Easy
Layout details: Broken down into three parts, Track one starts on the Golden Gate bridge, then opens up into a quarter of a mile of tunnel, then moves into the outskirts of the city. On the second and third laps, the track loops round to connect at the *end* of the bridge, so you don't actually travel along it at all apart from on the first lap. As a track, it's fairly simple, except for a nasty section which snakes across grassland.

Golden keys

1 At the start, turn around 180° and it's in the right hand corner of the tunnel.

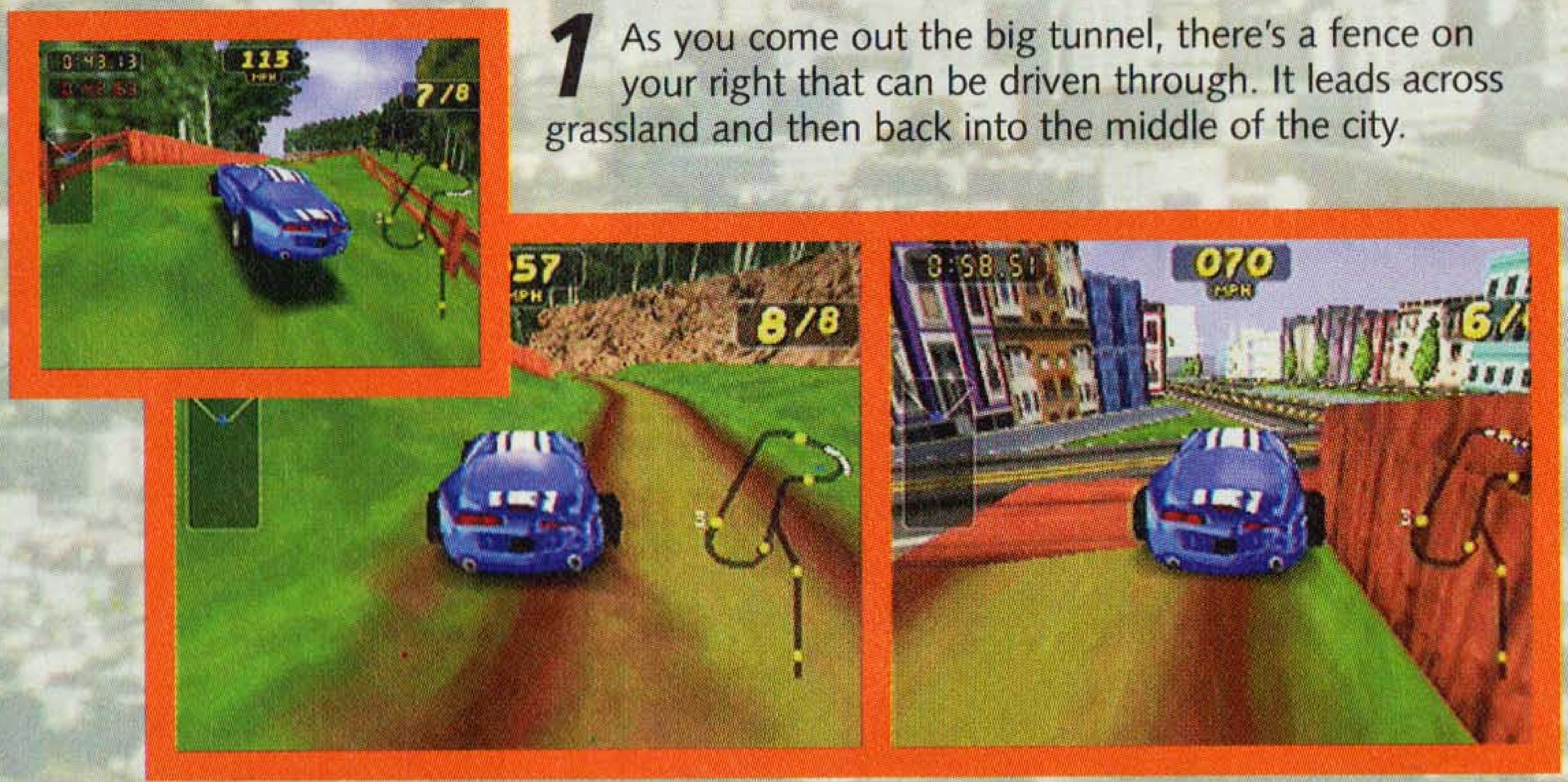
On your 2 way out of the tunnel, the second key is high, suspended in mid-air, on your left. You can obtain it by travelling along the freeway a little way, turning round and then using the bank on your right to gain height.

3 Just as you come off the bridge, there's a ramp on your left. Use it to get the second mid-air key.

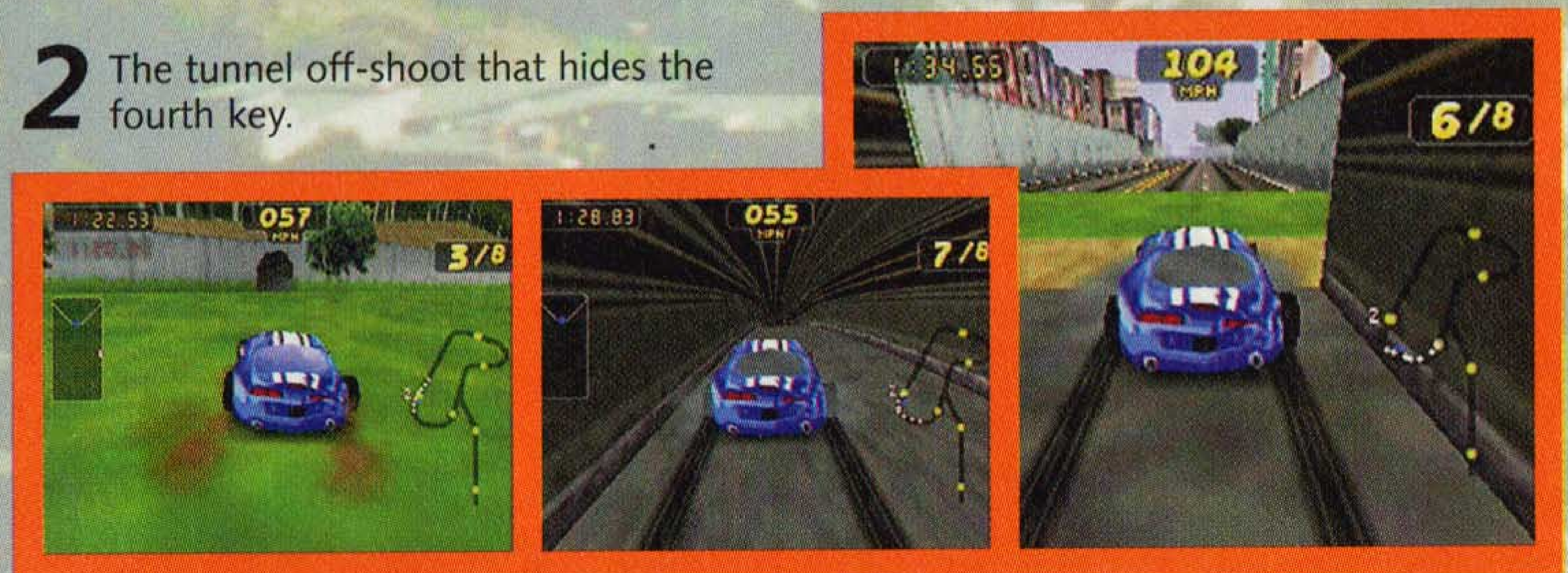
After lap 4 one, where the right hand crowd-filled stand is, veer off to the left and there's a tunnel in the wall. Get to the end and the third key is on the left hand side, immediately after you exit.

Alternative routes

1 As you come out the big tunnel, there's a fence on your right that can be driven through. It leads across grassland and then back into the middle of the city.



2 The tunnel off-shoot that hides the fourth key.



Track two

Breakdown

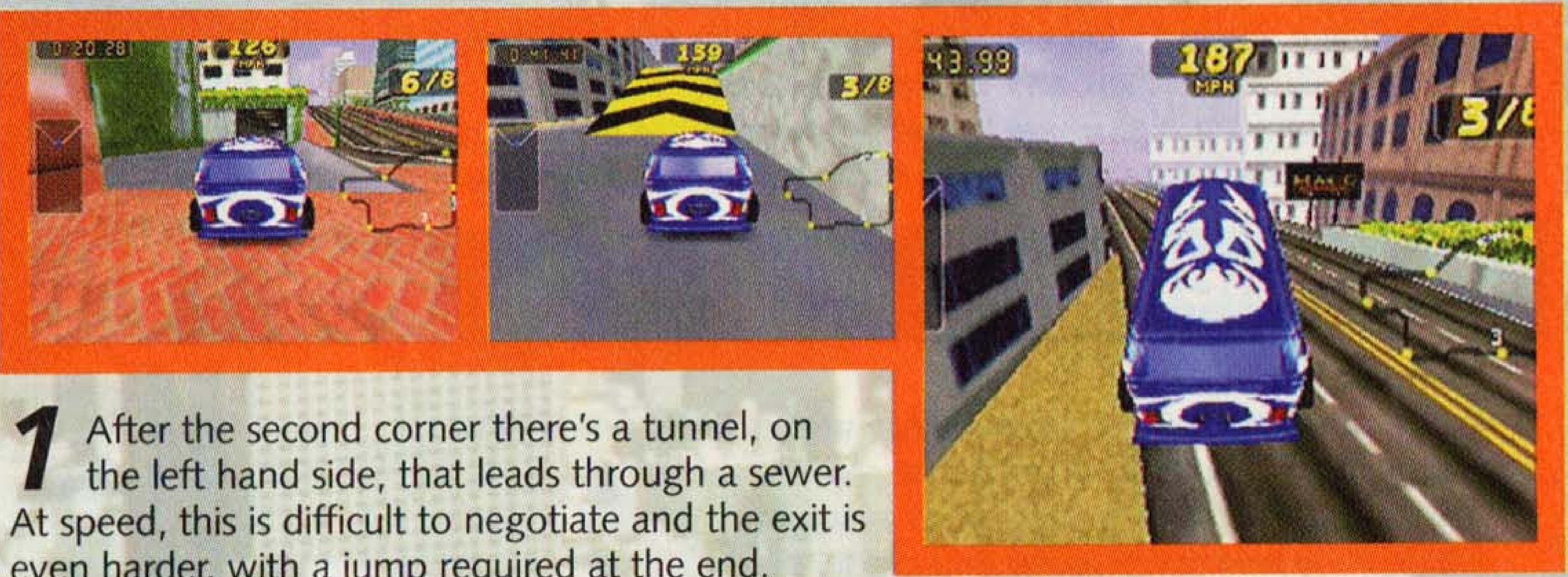
Track info: Lap Distance: 3.4 Miles • Elevation Change: 680ft • Difficulty: Medium
Layout details: The second track introduces you to the San Franciscan harbour area towards its end, bu, for the most part you're driving around the outskirts of the city, breaking only to pass a sizeable park. Track two also throws the first of the game's right-angled corners at you as well as cordoned-off areas – that, often, prove vital time-saving alternative routes – and rooftop jumps.

Golden keys

1 When you get to the second cordoned-off area (you'll notice red cones sealing it off), drive straight on through but slow up as you get to the end. Now, carefully drop off the end of the road and you'll fall onto the similarly broken road below. Turn around, and at the end is the first golden key.

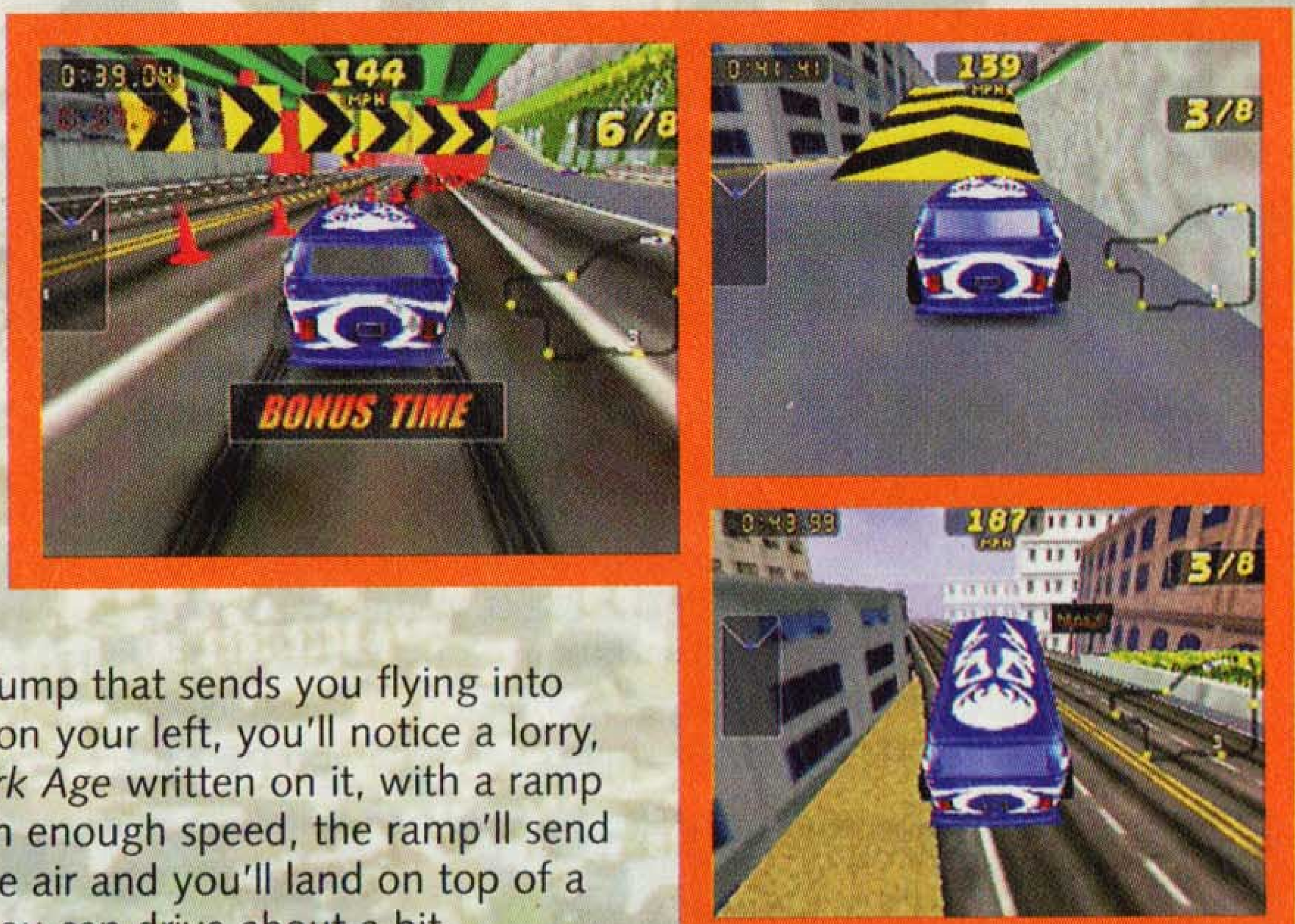
At the same bridge, instead of slowing 2 up, maintain a good speed and stick to the left-hand side. When you can see the end, tap at the brake and you'll fall downwards but land on the lower platform on the other side. At the end is a strange tunnel, loop-the-loop thing and the golden key is in here.

Alternative routes

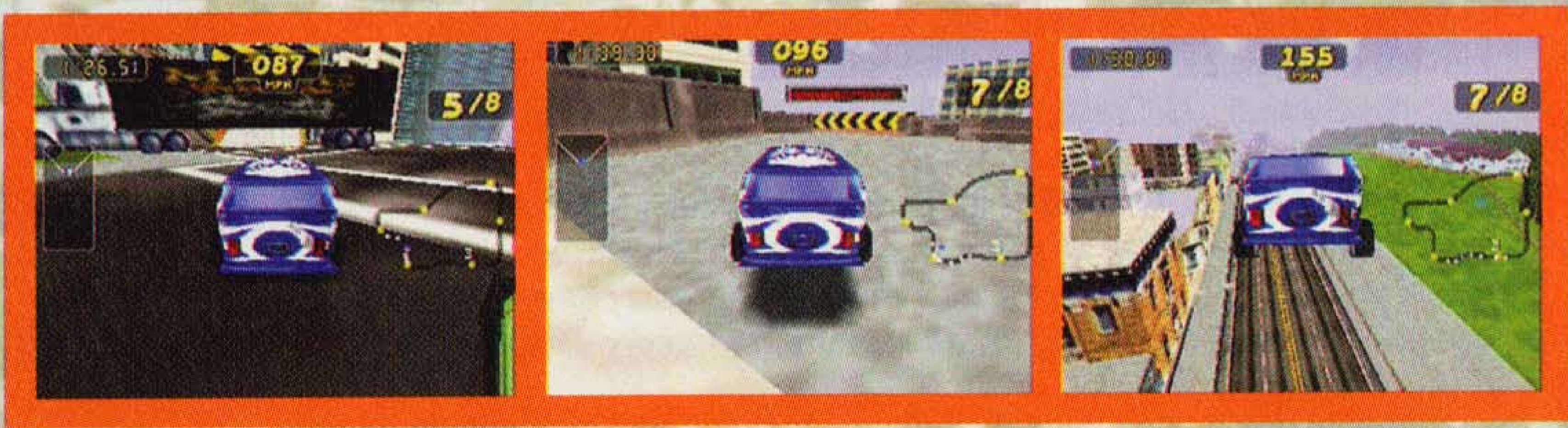


1 After the second corner there's a tunnel, on the left hand side, that leads through a sewer. At speed, this is difficult to negotiate and the exit is even harder, with a jump required at the end.

2 At the first cordoned-off area, carry on through then take a left through the first gap in the pillars. At the end, there's a jump which leads back onto the main track in spectacular fashion.



3 Following the jump that sends you flying into the small park on your left, you'll notice a lorry, with *Mace: The Dark Age* written on it, with a ramp under its body. With enough speed, the ramp'll send you hurtling into the air and you'll land on top of a skyscraper, where you can drive about a bit.



Track three

Breakdown

Track info: Lap Distance: 4.2 miles • Elevation Change: 2020ft • Difficulty: Hard

Layout details: Track three is the first track that actually takes you through the city centre. Thus, there're tonnes of barriers that suddenly appear, foxing you into thinking there're alternative routes to take when there actually aren't. Later on, the course moves out and up into the hills and also takes in a number of jumps that send you flying up into the clouds. It's also possibly the best course, due to its cunning mixture of hidden bits and tricky general stuff.

Golden keys

1 At the first big corner, there's a ramp on your left hand side, hidden behind a line of trees. If you take it slowly – about 10 mph, in fact – it'll lead onto a shop's rooftop, and to your left, in the corner, is the first of the keys.

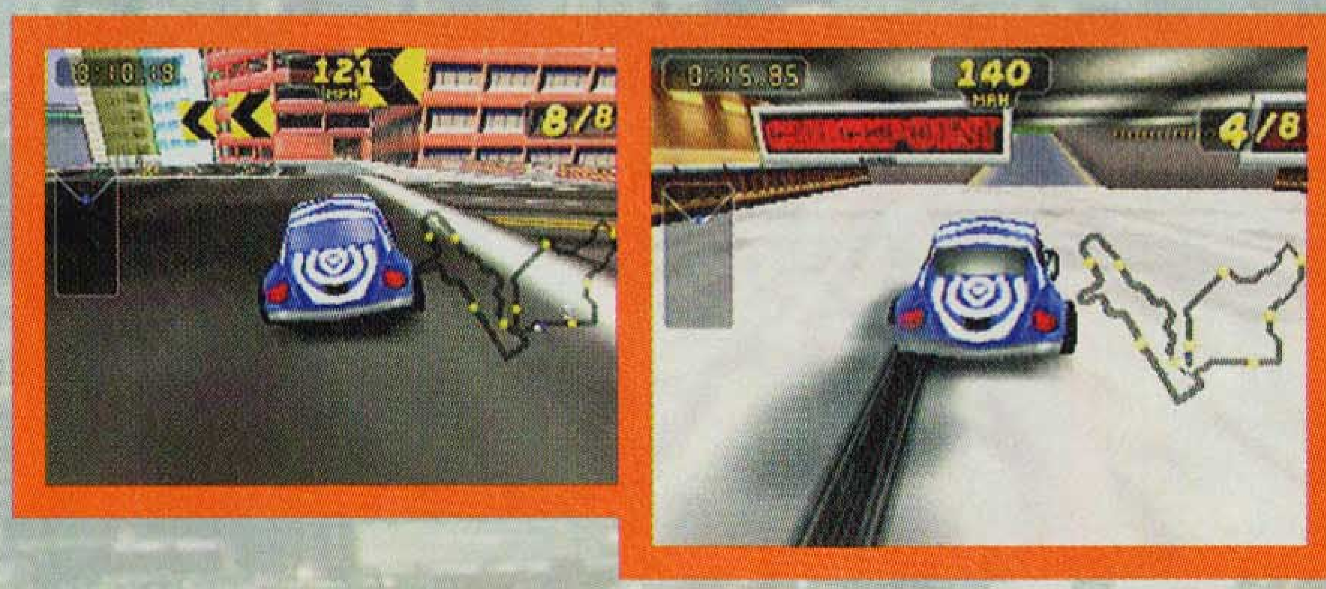
2 Above the second checkpoint sign. You'll need a good run up to make the most out of the jump before it.

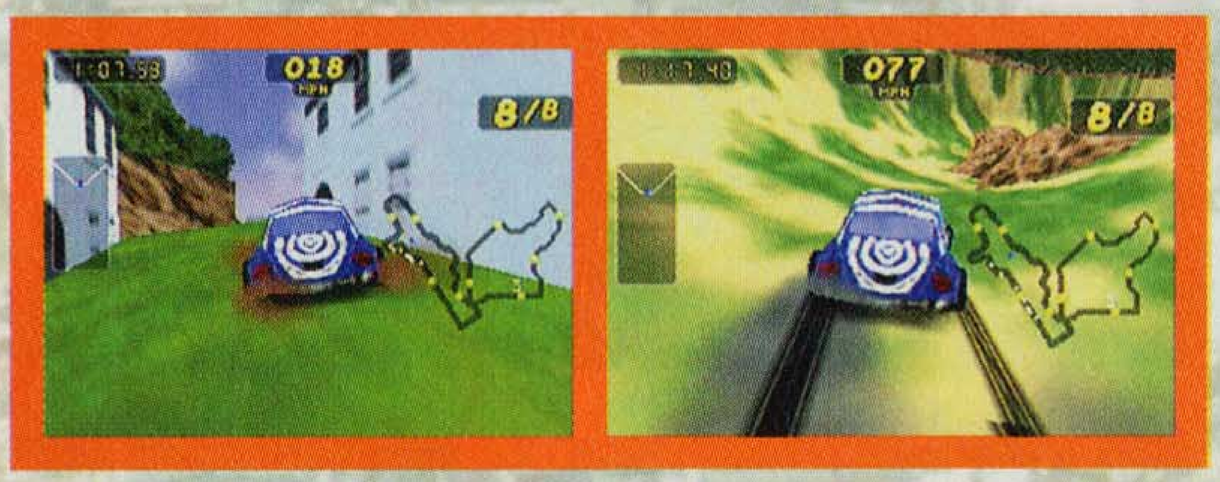
3 In Chinatown, there's a route, straight on rather than round to the left, that leads up to a small car park with a golden key in it.

4 After the eighth checkpoint (normal route), keep to the left and a jump will send you flying onto a little veranda about a quarter of the way up a skyscraper. There's a key here.

Alternative routes

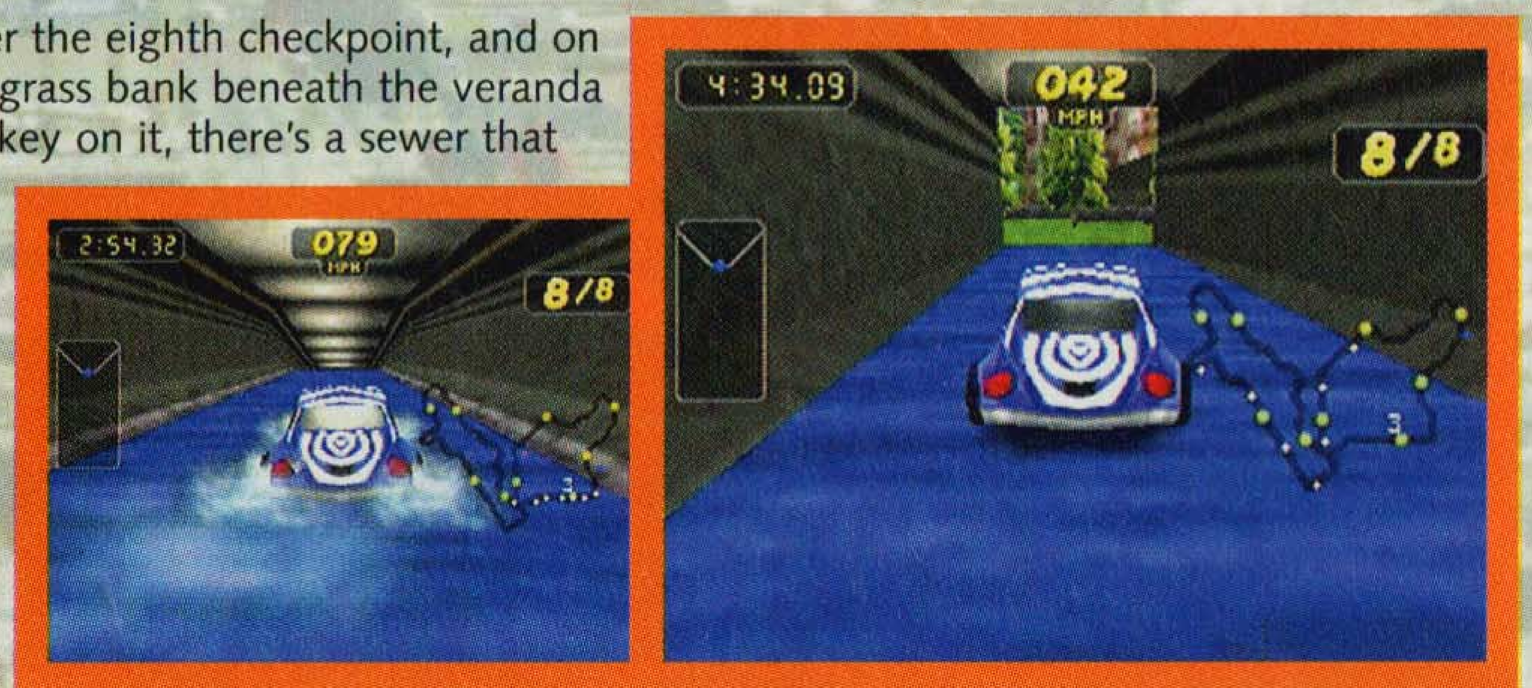
1 Instead of turning left at the first corner, carry on straight into the small tunnel that takes you through the ground level of a multi-storey car park.





2 There's a break in the scenery, on your left, a little while after the second checkpoint. It takes you through a village and a tricky grassy bit, with banks either side.

3 After the eighth checkpoint, and on the grass bank beneath the veranda with the key on it, there's a sewer that cuts out about a quarter of the track.



Track four

Breakdown

Track info: Lap Distance: 2.6 miles • Elevation Change: 1030ft • Difficulty: Easy

Layout details: The first of the two wholly city-based courses is also the first to feature multiple routes that aren't secretly placed. Therefore, its mazey structure means there's plenty of opportunity to get lost and lose all-important seconds but if you run through it in Practice mode first, there's an opportunity to cut lap times by a fair margin. Track-wise, this is difficult. There are loads of jumps as well as the bane of the San Franciscan driver: right-angled turns. Nasty.

Golden keys

To your left, as you start, there's a golden key hidden inside a fenced off area. To get to it, you need to use the memorial park (the central area next to the bus depot at the beginning) as a ramp. It's very, very hard. **1**

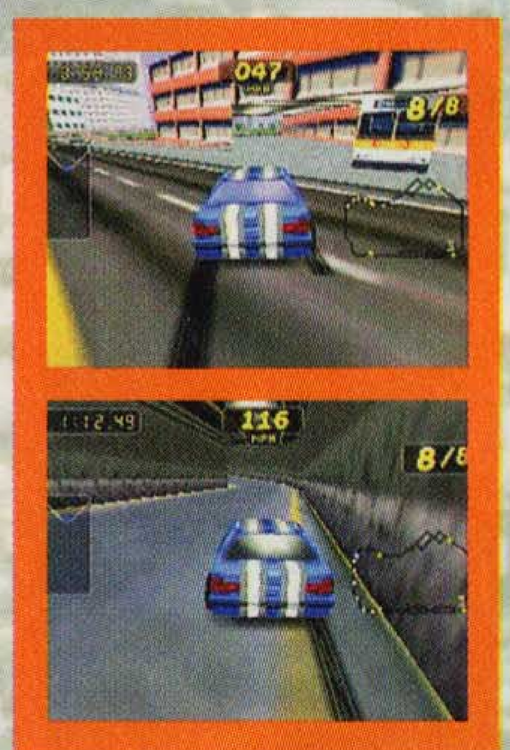
2 The second is on the other side of the memorial park, high in the air above a raised part of the grassland. This is easier. Simply approach it, with the memorial park behind you, and hitting the ramp should give you enough height.

3 When you get to the end of the fly-over, keep to the left and, instead of dropping down to the road below, you'll carry on along a high walkway-thing. To navigate it, you have to go very, very slowly but, at the end is a car park and the third key is in the far corner.

4 When you get to the length of track with a park either side, you'll notice a ramp to the right. Veer off, but don't use this one. Instead, further to the left there's a small gap in the wall. You'll need to maintain a moderate speed of about 80mph (moderate, that is, for SFR) and, when you leap at the ramp's exit, try and edge to the right. The key is on the second level of the opposite building.

Alternative routes

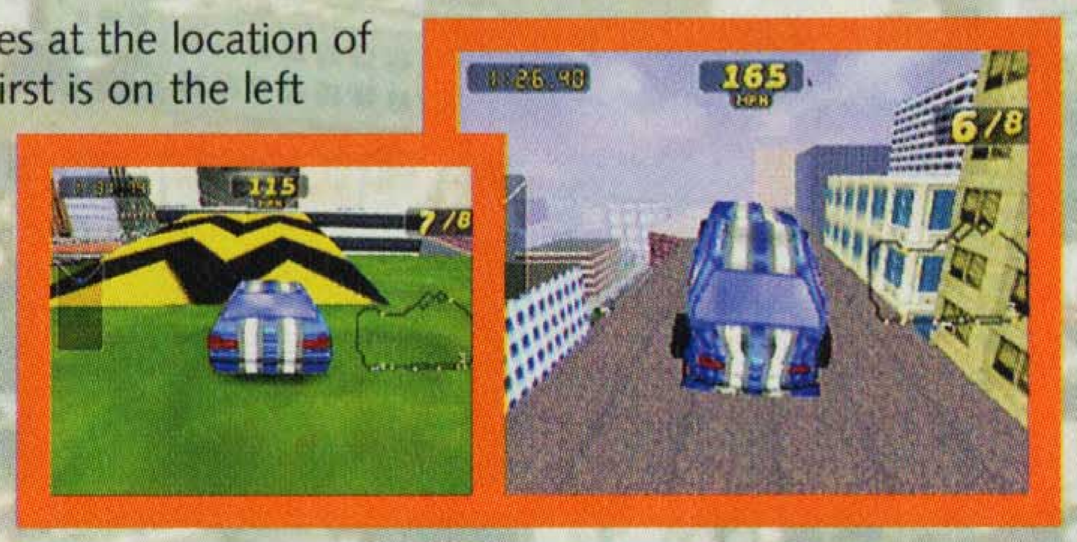
1 Follow the arrows and, after the fourth corner, there's a grass bank, in between two buildings, on your left. Approach it at speed and you'll leap across a building top and into an adjacent tunnel. (You can't do this in mirror or backward modes as the exit is also the first floor of a skyscraper and can only be driven into from one direction.)



2 On your right, a little way after the first alternative route, a bus will be reversing out of a gap in a building. Go through here and across the grass into a tunnel.

3 Where the track forks, and the arrows point in both directions, go right and keep to the right of the road. There's a gap in the fence and, if you nip through, it'll lead on through a grassy tunnel and out onto the finish line.

4 There's a choice of two routes at the location of the fourth golden key. The first is on the left hand side and is merely an opportunity to use the ramp provided. The second (although useful for obtaining the key) can also provide you with a lengthy rooftop track. You need to have enough speed, though. About 140mph should do it.



GO! GO!

Track five

Breakdown

Track info: Lap Distance: 3.0 miles • Elevation Change: 1640ft • Difficulty: Medium

Layout details: Like track four, five is based entirely around the centre of San Francisco. (Although, alternatively, you can speed on down to the harbour area – more of that later.) It's so riddled in multiple paths that it's impossibly difficult to find every secret. We've found only two keys and as many alternative routes too, but we reckon there's loads of stuff still to discovered.

Golden keys

1 When you get to the long, upward street (you'll know it when you see the glass panels on the left-hand building), keep to the pavement on the left hand side. You need a top speed to get the key, so keep the accelerator down and, at the ramp at the top, pull right as you leap off to fly between the gap in the building opposite. The key is between here.

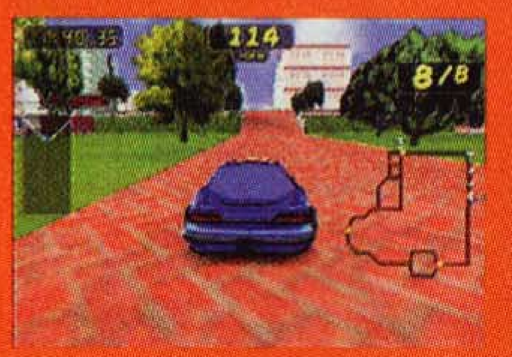
2 At the park on the hill, there's a red brick path leading up the middle. Get some pace up, and keep to this, and you'll jump across the street at the top and into a grassy area with a ramp in front. Turn 180° and there's a key behind you.

3 There's a filling up station on your left, a little while later, with 'Fuel' written on it. Inside, there's an easy-to-spot key.

Alternative routes

1 Not really of any benefit but, as you start, instead of bearing left as the arrows tell you, edge through the gap on the right side of the hoardings. Behind is a gate which leads onto a complex of holiday villas and a beach. (Though you can't go into the water, sadly). Is there a key lying about? Well, we couldn't find one. But why include the complex in the first place if there's no key hidden away somewhere? Find it, and put us out of our misery. Please.

2 There're two routes around the location of the second golden key. If you have enough speed, you might be able to reach the top level tunnel, which runs for a while then opens out onto a downward street. Be careful of the drop, though. The other, the level where the key is, is a little more grassy but has a pit of lava and spikes in its middle. Which, of course, are in *every* run-of-the-mill city.



Track six

Breakdown

Track info: Lap Distance: 4.4 miles • Elevation Change: 1510ft • Difficulty: Hard

Layout details: The final track moves away from the city altogether. In fact, apart from a section about half way through, it's all grass banks and water. But, for the first time, hairpin bends are thrown in as well as oncoming buses and non-fenced waterside turns. So, unsurprisingly, it's far from easy. Thankfully, with it being the longest track, there's also plenty of time to recover should you mess things up.

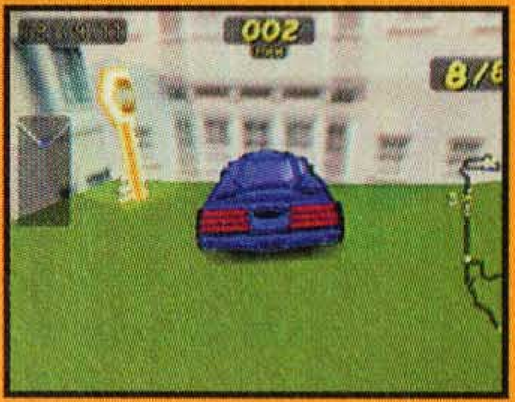
Golden Keys

1 You start on a dual carriageway and, at the end on the left hand side, there's a small cove fenced off. Inside, there's the first key.

2 After the hairpin bend, there's a massive tree-lined park to your left. Pull off into it and at the end, just short of the wall, there's a golden key just hanging about.

3 At the end of the dual carriageway, take the lower road upwards and, as the barriers to your left finish, cut off down the bank. Use your brake and edge round (it takes a while), right to the end, and you'll notice a hole in the side of the hill. Slip down into it and at the end is a huge room with a loop-the-loop track and a golden key.

4 At the top of the hill, and along the end of the straight, there's a sign above the road that says, 'Danger'. Just prior to this, you can cut off left and round the back of a length of buildings. At the end, in the corner, is a key.



Alternative routes

1 In the little cove with the first key, there's a lighter grey part of the wall, which you can drive through. The tunnel then leads out and sends you skyward at its end, cutting out a massive slice of track.

2 After the big bump in the road, just after the end of the carriageway, there's a cross-river bridge to your left that cuts out the hairpin bend ahead. If you miss that, the water *before* the bridge can also be driven across.

3 When the steaming great park on your left appears, look out for the light grey road that runs from left to right off the main track. At the end there's a jump which sends you across the river onto the other side. (Thus avoiding another nasty bend.)

◁ Nice shafts of light. Most of the visuals are lovely.

Secret shortcut-style shenanigans. Best way to succeed. ▷

The Americans have been going crazy over *San Francisco Rush*. Indeed, one of their magazines even went as far as calling it the third-best N64 game, after *Super Mario 64* and *GoldenEye*. Of course, American mags being American mags, over-enthusiasm about good-but-not-great games is common enough. But the *third* best N64 game *ever*? What, better than *Mario Kart*? Better than *Wave Race*? Better than *ISS64*?

Apparently so. But it's hard to see why. Because despite its fabulous inventiveness and rattlingly high speed, it never, ever threatens to display the sheer eye for detail and utter, word-defying brilliance of either of Nintendo or Rare's flagship titles. And, more significantly, it never excites you, or thrills you, or grabs you by the collar and refuses to let you go like *Mario* or *GoldenEye* do.

It hasn't the technical know-how. Its city tracks are laden in that annoying N64 fuzz and often clouded in thick fog that has surprise turns doing for you in the most frustrating fashion. Its trackside trees are 2D and selectively destructive, some choosing to crumple as you plough through them, some choosing to blow up your car. And it has no varied weather. Not even rain. (Though it has a wind option.)

It has niggly little faults that, the more you play, become temper-fraying, game-affecting flaws. The brake makes you skid and takes ages to work. There's a reverse button but it doesn't let you reverse, meaning you're often left to battle it out with the tiniest of twig-like trees. The handling is too heavy – on every car – never allowing you to confidently manoeuvre through corners, and ensuring you come a cropper at important junctures *when you can't afford to*.

And yet it *is* a good game. A very good game. It's fabulously inventive, for starters. The layout of the tracks is tremendous, beating *Multi-Racing Championship* at its own game, and really going to town on the multiple branching. And the secret bits are inspired. Ranging from obvious ramps and rooftops to huge, inside-a-hill caves, there's tonnes and tonnes to find. Even after days of playing we've probably only found about 75% of what's hidden away.

The addition of the golden keys really extends the game's longevity. Yes, yes, we've just seen a similar feature in *Diddy Kong Racing*, but this was a racing adventure way before Rare returned to Fluffy Land. Also, the addition of the N64-specific Practice mode means there's plenty of opportunity to trundle around the game, without time-limit duress, and discover as much as you can.

SFR is also very, very fast, right from the outset. Indeed, even at its fastest, *Top Gear Rally* is left standing. And after the abundantly average and ludicrously pedestrian *Lamborghini*, that's a very welcome sight. The best news, though, has to be that there's not only no slowdown in a two-player simultaneous race, but no extra fogging. So what you see in one-player is, to all intents and purposes, what you get in two-player.

So, no. Sorry America. It's not third to *Mario 64* and *GoldenEye*'s first and second at all. And it's a game that could quite easily be done on the PlayStation, which *Mario* and *GoldenEye* most certainly couldn't. But, despite that, it's an incredibly immersive game, not through sheer weight of tracks, or vehicles, or precision handling, or realism (*definitely* not realism), but because it's rollicking good fun. And, you know, that's what counts at the end of the day, isn't it?

TIM WEAVER

△ *The break in the track, here, allows for some magnificent leaping.*

Unlike TGR, the two-player mode in SFR is fantastically fast. ▽

FOG OFF
Or on. Or a different colour. Or not at all. Or, with this option, whatever you fancy:
Change Fog Colour: On the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.
Change Track Textures: On the Set Up screen, press and hold Right-C then press the Left shoulder. Release both buttons. Now hold the Z-Trigger and press and hold the Right-C again and press the Left shoulder. Release. Now press the Z-Trigger to activate the code. Now you can switch between normal, no textures or rainbow textures.
Foggy Night: To change the sky and fog to night-time colours, get to the Options screen and highlight 'Fog'. Now hold all four C Buttons while pressing Left on the control pad.

8 VISUALS
Fuzzy and foggy. But, forget that for a moment and you'll realise, this is what *TGR* should have looked like. Big, busy, detailed.

1 SOUNDS
The worst music in any game. No, we mean it.

6 MASTERY
Shows a degree of mastery in its speed but, elsewhere, this is 32-bit with anti-aliasing.

9 LIFESPAN
Hard. And, there's piles and piles of stuff to eek out. And it has the best two-player game yet. It'll last.

VERDICT
Far from the serious racing that made up *Top Gear Rally* and certainly not the pinnacle of N64 gaming, *SFR* is nonetheless refreshingly different and thoroughly entertaining.

82%

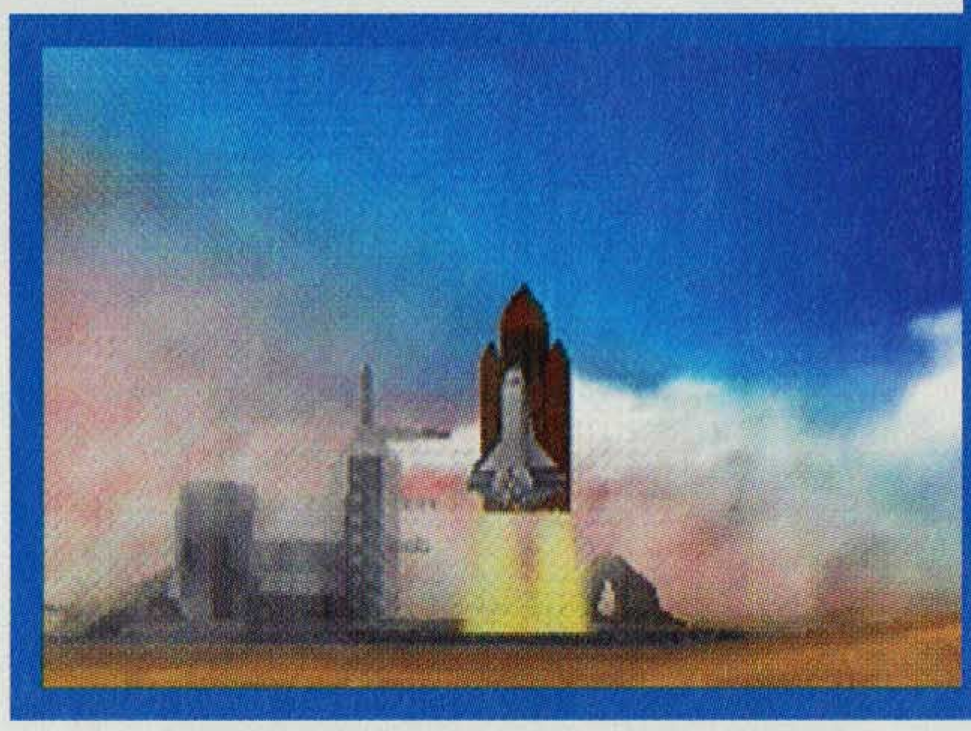
From this page on, every game reviewed in N64 is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

IMPORT ARENA

Two new N64 flying games duel for supremacy! Which will win out – wings or rotors?

AEROFIGHTERS ASSAULT

AeroFighters Assault				
VIDEO SYSTEM/PARADIGM				
US: Out now	64M		1/2	
UK: TBA	Controller Pak	Cartridge back-up	Rumble Pak	
$60 (about £40)				



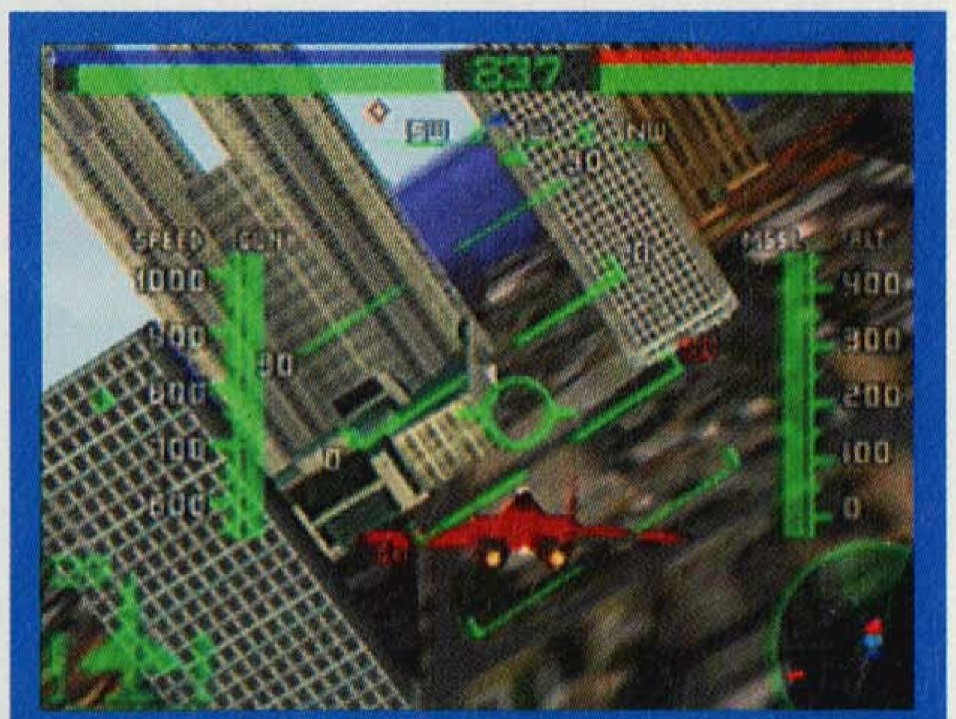
Fact: 98% of Nintendo 64 games include the Space Shuttle taking off.

Having started life creating realistic flight simulators for military training, before helping Nintendo to develop *Pilotwings 64*, Paradigm were clearly eager to try their flight combat sim skills on the N64. Don't worry, though – *AeroFighters Assault* doesn't require you to use 134 control buttons simultaneously or spend all afternoon flying 4,000 miles back to base only to forget to put your undercarriage down and crash on the runway.

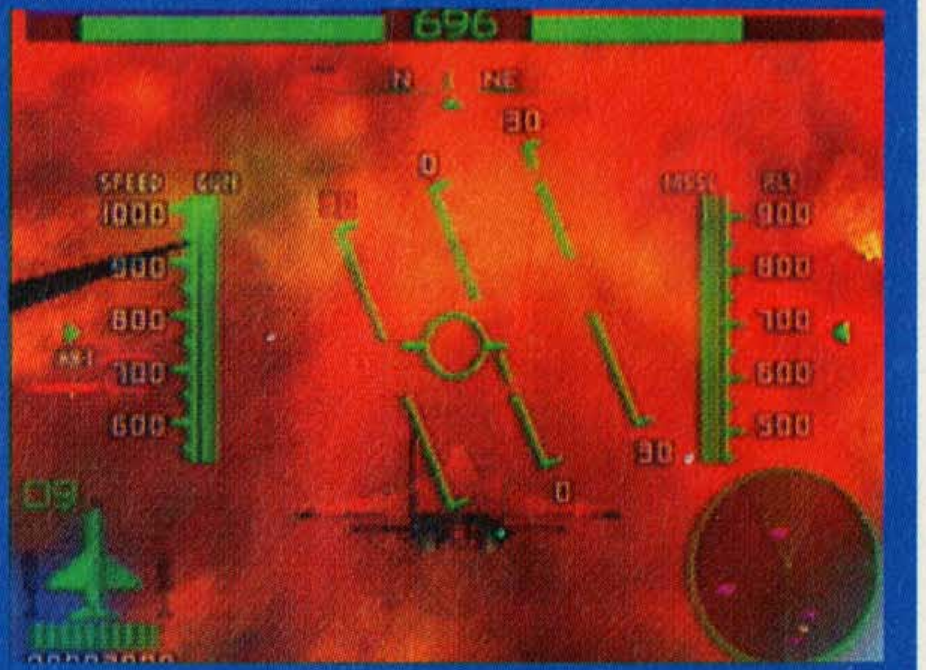
What it does instead is keep the realistic flight dynamics of a flight sim, but get rid of tedious things like taking off, fuel running out, ammo running out, stalling and, best of all, landing. And it replaces them with as many missiles as you can find targets to launch them at, a sky filled with 'bogies', futuristic made-up hardware (including giant robots and hover tanks) and a plot that has a sinister private army trying to take over the world and you and three international chums trying to stop them.

Your pals act as wingmen, dealing with some of the airborne baddies while you go after the boss. They'll occasionally call for help, though, and if you don't rescue them, and they get shot down, you'll miss out on one of the gold stars that are available at the end of the mission for surviving with various things intact.

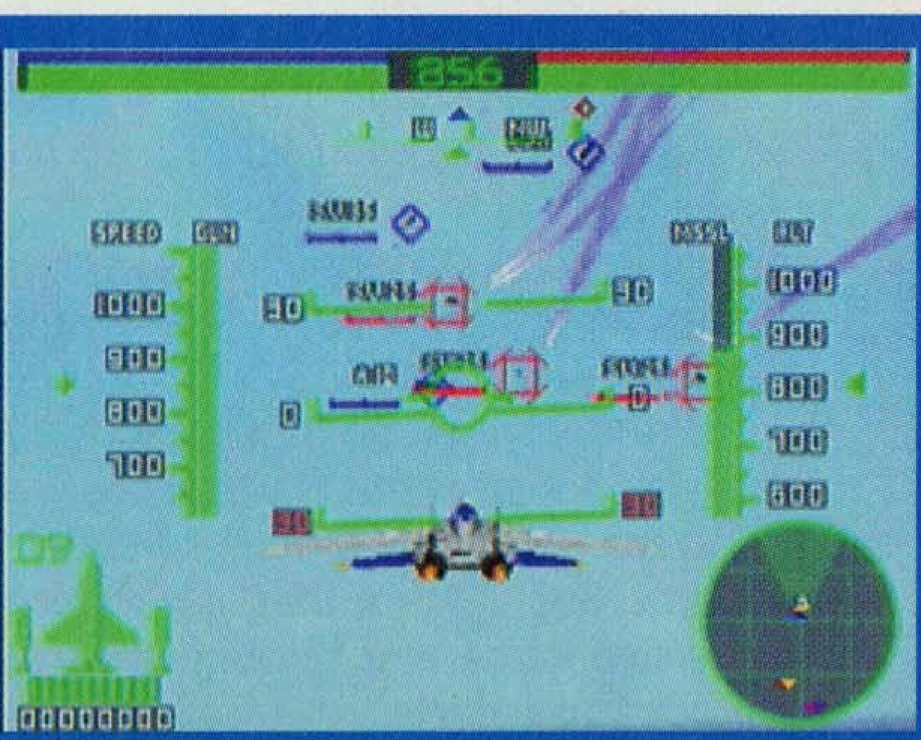
You've got seven basic missions to tackle along with four bonus ones (presumably entered via the aforementioned gold stars), and you start off on the defensive before, as the tide turns, going in to take out the baddies on their home ground.



This cityscape'd be a credit to any flight sim. And you can blow it up.

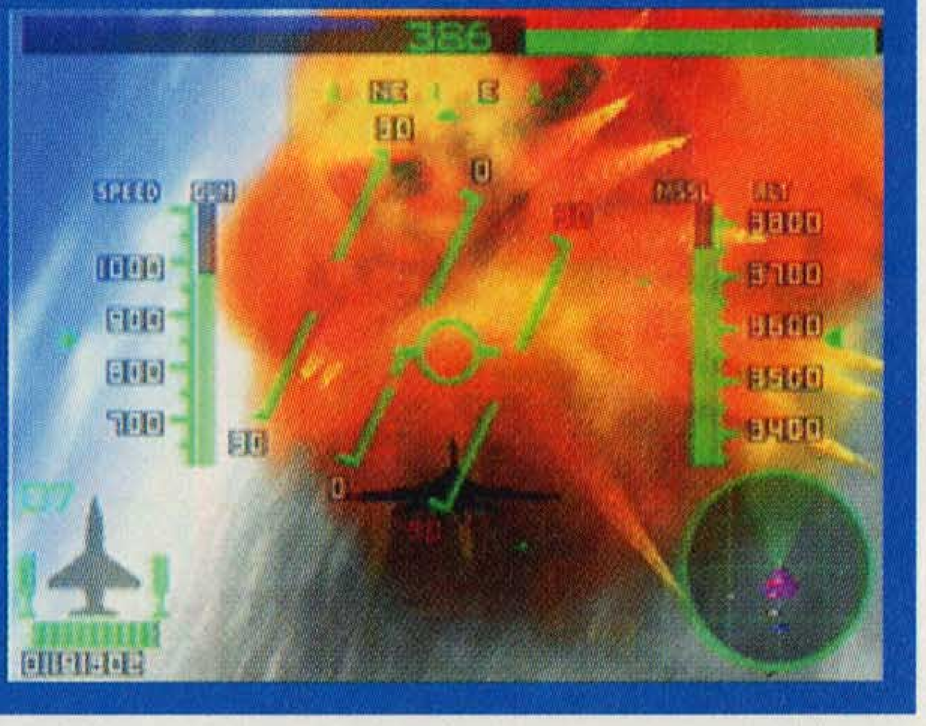


Explosions come thick and fast in Aerofighters. Hopefully some will involve vehicles other than your own.



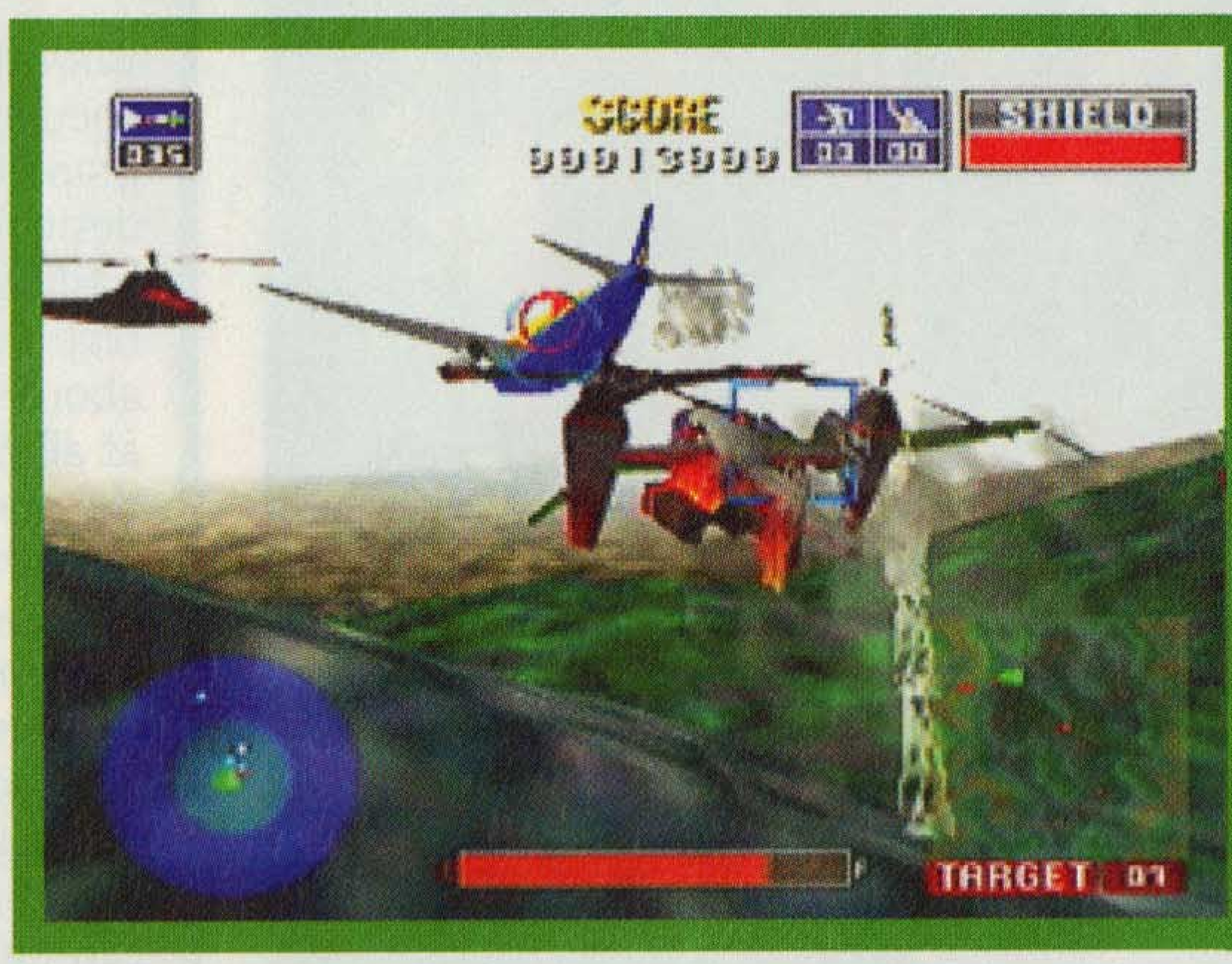
The F-14's multiple missile launches are a joy to watch. A joy.

This giant sub looks brilliant as it surfaces in a cloud of spray.



WILD CHOPPERS

Wild Choppers				
SETA				
Japan: Out now	64M			1
UK: TBA	~~Controller Pak~~	Cartridge back-up	Rumble Pak	
¥6,800 (about £30)				



Be sure not to hit the president's plane by mistake. It's in enough trouble as it is.

Take out defending artillery before attacking other stuff, or you find a missile embedded in your chopper.

There's no getting away from it: *Wild Choppers'* control system is unique among N64 games. Although, it's not actually that different to *Turok's* or the Solitaire setting on *GoldenEye*. The D-pad moves you forwards, backwards, left and right, like the C-buttons in *Turok*, while the joystick rotates your chopper and moves its nose up and down. The joystick, then, is basically for aiming at things, while the D-pad moves you about. The trigger is then for firing your cannons, and A, B and L select and fire the optional weapons you load up before the mission.

With that sorted out – and it does take an hour or two to get to grips with – the action proceeds in very much the manner of *Desert Strike* or *Thunderhawk*. There's a square map which you can roam about at will, and you've got a list of objectives to achieve before the mission can be considered complete. There are vehicles to destroy, radar towers to take out, POWs to release and, on one level, a plane to escort. And later on you find yourself creeping along a high-sided canyon, trying not to hit the sides with your rotors and peering round corners for baddies.

We've no inkling of the storyline, we fear, as it's all in Japanese. But you're given your orders by a poorly animated commanding officer, and seem to be at war with some dastardly 'other side'. The hardware's all completely made-up, with some thoroughly amusing helicopter and tank designs, and you choose your chopper (and pilot character) from a list of eight.

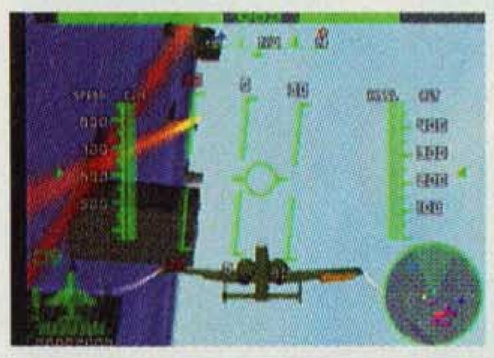
But is it better than *AeroFighters*? Or worse? Let us see...

You'll need to master the art of circle-strafing.

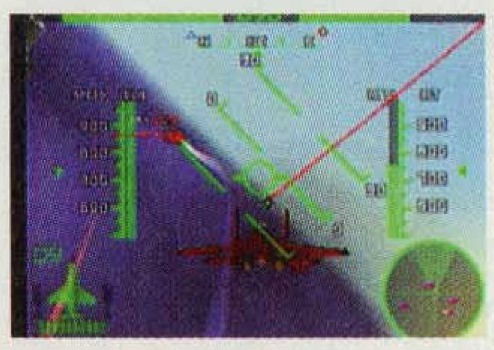
Sadly you can't blow up the friendly rescue Chinook. Spoil sports.

PICK A PLANE
There's a choice of four planes in *AeroFighters*, each with strengths and – yes – weaknesses. Each has two main weapons and then a defensive weapon and a 'special' weapon.

F-14B Tomcat
Pilot: Hawk
Our Aircraft of Choice, the Tomcat packs Phoenix missiles which will lock onto and destroy up to four targets simultaneously. Its special weapon is a set of eight Tomahawk cruise missiles.



A-10A Thunderbolt
Pilot: Glenda
The A-10 is tough, withstanding loads of punishment, but is otherwise useless. None of its weapons are guided, so you've got to aim them all, and it's crap at air-to-air combat.



Su-35 Super Flanker
Pilot: Volk
Can't say we're too keen on this one, as its main weapon, the Fire Arrow missile, is crap. But the Flanker's special weapon – a shockwave that murders anything in its path – is fun.

FS-X
Pilot: Hien
Generally useless, with awful missiles, the FS-X's saving grace is its incredibly powerful special weapon, the Ninja Beam. With one squirt this'll knock off about two-thirds of any boss's energy.

AERO BITS

Start up *AeroFighters Assault* and you'll be letting yourself in for seven missions, with the promise of four bonus ones once you've sorted those out.

MISSION 1: TOKYO

Mission one sees Tokyo engulfed by a tidal wave, and a giant enemy robot walker moving in to attack a secret installation. You've got to take out the walker along with as many enemy fighters as you can. Success is virtually assured, but the buildings look good and are fun to fly between.

MISSION 2: PACIFIC OCEAN

The problem here is a giant submarine mothership, which looks great as it bursts through the Pacific's surface. It needs to be blown up twice, oddly, and the whole time you're under attack from planes and other ships.

MISSION 3: AIR BATTLE

Now it's New York's turn to come in for some baddy-supplied punishment. A wave of enemy B2s is heading for the Big Apple laden with bombs. You need to concentrate on the giant mothership, though, and watch out for the fighter cover.

MISSION 4: DESERT

It's good to get back to a ground attack mission, and the rocky-outcrop-scattered desert both looks good and makes a great hiding place for tanks. Your target is a large hovertank that's heading for something vital (we forget what), although there are bonus points for blowing up other vehicles.

MISSION 5: SHUTTLE DEFENCE

Is there an N64 game that doesn't include the Space Shuttle? No matter. This is the first mission that doesn't involve going after a boss, which is nice. Instead, the Shuttle is surrounded by enemy units moving in for the kill. You've got to defend it for five minutes while it prepares to launch to safety. Interesting but pifflingly easy.

MISSION 6: FORTRESS

Much toughening up occurs now as you have to deactivate the force fields guarding an enemy arms factory while under intense fire from gun turrets and fighter planes. It's at night, too, making it hard to see what's going on, although your HUD automatically marks out the targets as usual.

PLUS: THERE'S ALSO A MISSION 7, WHICH WE HAVEN'T GOT TO YET, AND THOSE FOUR BONUS MISSIONS.

LOOKS AND SOUNDS

With the N64 being accustomed to keeping the screen filled with dazzling graphics at all times, if Paradigm had designed *AeroFighters'* missions in the traditional flight sim mould – lots of blue sky with the odd black dot flying about – it just wouldn't have worked at all. So they've tried to base most of the missions around ground targets, with the only high-altitude one – attacking some bombers – making sure the sky's packed with planes.

And for the most part this has worked, with none of the levels looking boring and some, like the desert with its archways of rock you can fly through, looking smashing. And the baddies are brilliant – super-detailed and mean-looking.

There are plenty of special effects, too, like trails of smoke behind missiles, buildings erupting in clouds of smoke, glare from the sun (which disappears if the sun is hidden behind a building), contrails streaming off your wingtips, big explosions with showers of shrapnel, and the control flaps on your plane waggling.

Wild Choppers has really good trails of smoke behind its missiles too, but otherwise was generally agreed here at **N64** Magazine to come off second-best graphics-wise. The helicopters are good, but the scenery is all strictly functional and the terrain looks a bit muddy and boring. In its favour, however, *Wild Choppers* gets you in closer to the ground than *AeroFighters*, so you can see (and shoot) little polygonal soldiers running around on the ground. And, probably thanks to extensive fogging, the frame rate is always velvet smooth. (*AeroFighters* ranges from acceptable to juddery when lots is going on.)

Wild Choppers wins outright on the sound front. The music is astonishingly good, with the Rock Soundtrack That All Flying Games Must Include featuring some amazing guitar solos. AeroFighters' music is rather more nondescript, and it includes radio-voice samples that rapidly get ultra-annoying. We never want to hear the phrase "Bummer! That's Bogus!" again, for example.

IN THE AIR

Once you've got the hang of the control system, and mastered the art of circle strafing (see the awfully named 'Rotor-tating' box), flying around *Wild Choppers'* levels is great fun. You really can use your 'copter as Igor Sikorsky intended, popping up from behind hills to launch missiles at tanks, zooming along inches from the ground strafing soldiers, and hovering in front of buildings pumping them full of bullets.

That's on the open, free-ranging levels, at least. When *Wild Choppers* starts trapping you in narrow valleys it starts to get a bit annoying as you keep reversing into walls you can't see because their behind you and bouncing off into other walls.

But it's full of entertaining things to try out. Shoot soldiers and they fly up into the air, wave their arms about and go "Aarrghh!" There's the little Rambo character who, if you fly low enough over him, will jump up, grab hold of your helicopter's tail and hang on with one arm, making your controls go wobbly. The guided missiles work really well, too, requiring more skill to target than *AeroFighters'* and then streaking off satisfyingly towards their targets.

AeroFighters comes across as a more serious game. The flight controls are more realistic than we're used to, so, for example, if you're trying to aim at a small target, nudging the joystick left or right will cause your plane to roll rather than change direction, and you have to reach for the C-button rudder controls to get lined up properly. It doesn't take long to get used to, though, and then you can spend many pleasant hours swooping over targets, releasing your missiles and pulling up, barrel-rolling as you rocket back up into the sky.

And there are a few amusing things to do apart from just shooting baddies. The buildings on the first level can be taken out, for example, and crumple into the ground in a massive cloud of smoke. Or you can try looping-the-loop around the archways on the desert level.

WILD THINGS

You've got eight missions to try your hand at in *Wild Choppers*, and they get increasingly difficult in a suitable fashion.

MISSION 1: RADAR ATTACK

An easy one to get you started. You've merely got to eliminate all the radar dishes marked as red dots on your map. Most are stationary, but some are mounted on trucks. The slippery blighters. There's an airfield you can shoot up purely for fun.

MISSION 2: P.O.W RESCUE

Set on the same map as Mission 1 (although some huge transport planes have now landed at the airport, just itching to be showered with rockets), this one has you rescuing some POWs. This first involves disabling the moving trucks they're held prisoner in, then clearing the nearby helicopter pads, and then waiting for the rescue helicopter to come in and pick them up. (You can't blow this up, sadly. A missed opportunity.)

MISSION 3: PRESIDENTIAL ESCORT

The President's plane is under attack from dozens of enemy helicopters and planes. Your task is to, well, shoot them down. The Presidential craft can take quite a bit of damage, but too much punishment and it'll crash into the hills.

MISSION 4: MORE P.O.Ws

Further white-coated prisoners need rescuing, but this time their being held in heavily defended buildings. You'll have to clobber loads of tanks on the ground, including some huge brown ones with toothy grins. Watch out, too, for a Rambo character with a bazooka.

MISSION 5: TUNNEL ASSAULT

You're now flying through a maze of tunnels populated by missile launchers and tunnelling equipment. There are oil rigs to take out and a boss at the end. Quite scary, but annoying too when you keep bouncing off the walls.

PLUS! THERE ARE THREE MORE MISSIONS, WHICH WE'D PROBABLY HAVE REACHED IF WE HADN'T STARTED OUT WITH SUCH A CRAP HELICOPTER.

CHOOSE A CHOPPER

***Wild Choppers* gives you a menu of eight helicopters from which to make your selection.**

For most of our missions we plumped for the crap Fire Cat, for some reason. We probably should have grabbed this, the Whale 32, which can take loads of damage.

Each chopper has a certain number of slots to fill up with weapons. You can mix weapons any way you like, but are limited by what you can afford. (You get more money for completing missions.)

Here's the Japanese explanation of the control system. Which isn't much help.

GO! GO!

The secret of our success

Strangely, in AeroFighters Assault you can crash into as many buildings, enemies and bits of ground as you like without loss of life or energy. All that happens is that you 'explode', and are then placed back into the sky a little way above whatever you just hit, ready to carry on the battle.

Now, initially this quirk appears to have no use whatsoever. But! Careful exploitation of it turns the rock-hard AeroFighters into one of the easiest games on the N64.

The thing is, all that needs to be done to complete most of AeroFighters Assault's missions is to eliminate the large 'boss'-type baddy. The other enemies are merely there to shoot at you and provide extra points. What makes this difficult is the barrage of bullets and missiles that's hurled at you as you pass over your target and circle round for your next attack.

So, merely fly directly at the offending boss, guns blazing and missiles, er, blazing too, and, rather than pulling up at the last minute, plough gloriously into him. You'll then be replaced in the sky just above him and can repeat the process until he blows up. Hmm.

This does has the disadvantage of making the game twice as dull as it already is, though. The only alternative is to switch the difficulty to 'Hard', which sometimes kills you if you crash but only gives you one continue so you've got no chance at all.

◁ 1 *Fly towards your target, firing wildly.*

2 *Crash unflinchingly into it.* ▷

◁ 3 *When you re-appear in the sky above, half-roll and loop...*

▽ 4 *...and you'll find yourself heading towards it again. Repeat until dead.*

◁ *Crash into buildings and they crumble to the ground spectacularly.*

Something you do get in AeroFighters but not in Wild Choppers is a two-player mode. It's a bit dull, though, as you can't roll or loop. And the letterbox format makes it tricky to spot your opponent if he's above or below you. ▷

EXTRA PLANE!
You can access one of the two extra planes by tapping in the following code on the title screen, where it says "Press start": Left-C, Down-C, Right-C, Up-C, Left-C, Right-C, Down-C. It's Mao Mao's F-15, and it combines the F-14's handy Phoenix missiles with the F-16's devastating Ninja Beam.

CHANGE COLOUR!
Each plane has an alternative colour scheme, which you can access by pressing R on the aircraft selection screen.

AEROFIGHTERS ASSAULT

7 VISUALS
Lots of empty sky and sea, but good objects and cracking special effects.

4 SOUNDS
Supermarket music and repetitive speech.

5 MASTERY
Doesn't include the depth and sophistication of a true N64 game.

5 LIFESPAN
Only a few missions, and they're too short.

VERDICT
Good-looking, and with a pleasing 'feel'. But there's not enough to do in it.

60%

LOOKS AND SOUNDS

Both games start out extremely tricky and frustrating, but there's an art to mastering each. In *Wild Choppers'* case it's a question of game-playing skill, and the game becomes more fun as you get more proficient at it. In *AeroFighters'* case, though, it's more of a cheat (see 'The secret of our success' boxout next door), which pretty much destroys the whole thing.

Even the first level of *AeroFighters* seems difficult at first, as the sky fills with bullets and missiles flying about seemingly at random. You're never sure what's shooting at you and, to be honest, the situation doesn't get any better with practice. Often your shields are reduced to zero without you even noticing. (A Rumble Pak at least lets you know when you're getting hit.)

The levels seem rather inconsistent, too, with some taking just a couple of minutes to polish off and others requiring all sorts of defensive guns to be picked off before you can tackle the main objective. The 'kill the boss' ones are undoubtedly the dullest, with the 'defend the Space Shuttle' one being potentially more interesting, although much too easy, and the 'deactivate the shields and take out the enemy base' one tending towards the tough. That, in fact, is as far as we've got – six out of the seven standard missions tackled. *AeroFighters* does promise four bonus missions, though, which is more than *Wild Choppers* does.

In fact, with five out of *Wild Choppers'* eight missions completed we're rapidly approaching the end of it and it's only taken about a day so far. After all, it gives you infinite continues (*AeroFighters* allows between one and nine depending on which difficulty setting you have chosen) and lets you save your progress onto the cart (*AeroFighters* makes you go back to the beginning every time you play).

And yet, it's *Wild Choppers* that we tend to think we'll still be playing in a few months' time. It requires real tactics and guile, whereas *AeroFighters* is just a case of holding down the trigger, crossing your fingers and hoping for the best.

AeroFighters' two-player mode is almost great, thanks to it not slowing down at all and allowing you to dogfight above the scenic desert. But you hardly ever see the other player, and for some reason you can't roll or loop, so fights are a case of circling round and round each other till someone falls asleep.

WILD CHOPPERS

Rotor-tating

Even when you've got to grips with its weird control system, Wild Choppers is a pretty tough game. Shoot at a tank, for example, and it'll launch missiles straight back at you. And three or four missile hits are enough to finish off most of the choppers.

What you need to do, then, is approach Wild Choppers as a Doom-type game and learn to 'circle strafe'. This involves circling around a baddy with your helicopter moving sideways and keeping its gun trained on the target. This way you'll be able to keep hitting the baddy while at the same time dodging whatever it shoots at you.

Actually getting this to work is a tall order. You need to position yourself in front of a baddy and then press the D-pad one way to start your chopper moving sideways while at the same time moving the joystick in the opposite direction to keep yourself facing the target. If you see what we mean.

A nifty technique to go along with this is to hold down Z to keep your guns constantly firing and use them as a tracer, only launching valuable unguided rockets when you can see bullets striking the target.

▽ 1 *We'll use this truck to demonstrate.*

◁ 2 *Hover before it and fire with Z.*

3 *Now move sideways while keeping your guns on target.* ▷

◁ 4 *Throw in a few rockets...*

5 *...and your quarry should explode with no danger to you.* ▷

▷ *If you see any footsoldiers scuttling about, be sure to strafe them thoroughly. They reward you by flying up into the air with their arms and legs waving about.*

◁ *Although Wild Choppers does include homing missiles, they require more skill than AeroFighters'. When a baddie is picked up by your HUD, move your sights over the square before pressing fire.*

△ *Letting Wild Choppers down badly is its briefing screen, featuring the worst-animated commanding officer yet featured in an N64 game.*

ACCESSIBILITY

No problems with *AeroFighters* as it's American. In *Wild Choppers* you'll miss out on the storyline but it's not hard to suss out what your mission objectives are.

VERDICT

It's a tricky one to call, this. Neither game is perfect, and neither is anywhere near the standard set by the best N64 games. But they both look all right, offer plenty to do and are pleasingly varied.

AeroFighters Assault is only occasionally rises to the level of fun, though. It's fun when you lift the nose of your plane to lob a missile over a sand dune to hit the tank on the other side, or when you zoom over the surface of a giant bomber, guns firing, and then make your escape through the gap between its two tail fins. The rest of the time, though, it's either frustrating (when you keep getting shot at without being able to do anything about it) or just plain dull. The trouble is, no thought's gone into the missions – in most of them you just go straight for the boss without any build-up – and most only take a couple of minutes.

Despite its well-intentioned efforts to escape being a boring old flight sim it caused most members of the **N64** team's eyes to glaze over, and only I, with my tolerance built up through years of wrestling with multi-keyed PC games, was able to stick with it. No-one survived more than one two-player game with me before falling asleep.

Wild Choppers, on the other hand, is designed primarily as a shoot-'em-up. It uses EA's *Strike* games for its inspiration, and you have to plan the order in which you're going to approach targets from and, at the same time, seek out power-ups to keep your chopper in trim. At the same time, the actual process of attacking targets requires considerable helicopter-manoeuvring skill, and is genuinely exciting. In *Aerofighters* you've got as many homing missiles as you want, and just have to keep launching them more or less at random.

So *Wild Choppers* is the N64 magazine flight combat game we'd go for, then. It'll provide many hours of helicopter-based fun.

JONATHAN DAVIES

△ *Keep an eye out for power-up boxes in Choppers buildings you've blown up.*

◁ *Good Aero-splashes, eh? And ripples. And shrapnel. All a bit slow, though. Tch.*

WILD CHOPPERS

6 VISUALS
It all looks a bit primitive, but there're some good effects and it all moves smoothly.

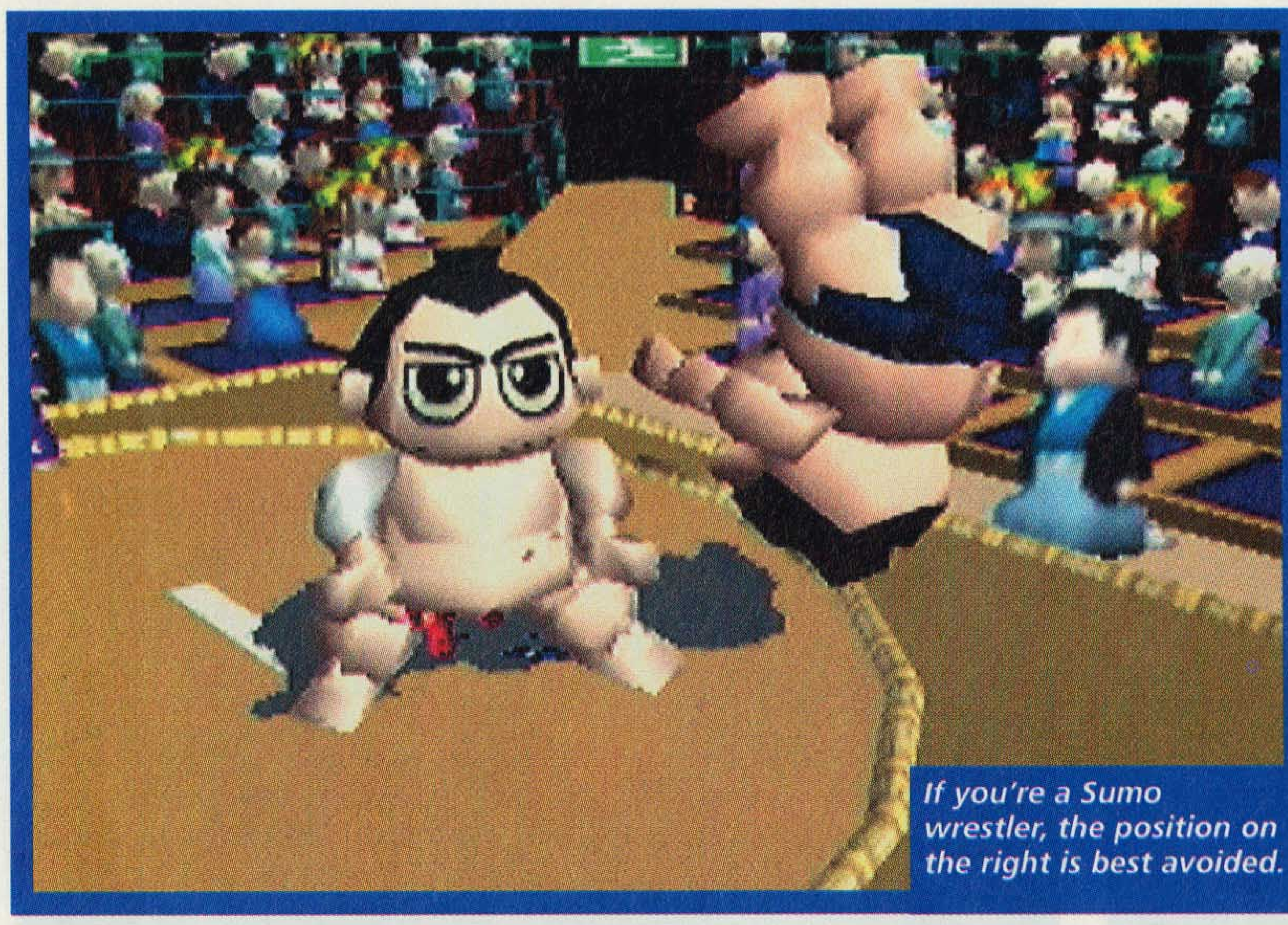
8 SOUNDS
Superb music and loads of explosions.

5 MASTERY
Could as easily be on the PC or PlayStation, to be honest.

6 LIFESPAN
Easy to get through, but the missions are fun to replay.

VERDICT
Good controls and plenty to blow up – everything a chopper game should have.

79%



If you're a Sumo wrestler, the position on the right is best avoided.

△ "Grunt, earrrghhhh, snort, orgghhhha, parp, haa!"

◁ No, it's not Zelda-beating – but this is the RPG element.

64 O-SUMO

△ At the Sumo dope-testing session, the guilty party was instantly apparent.

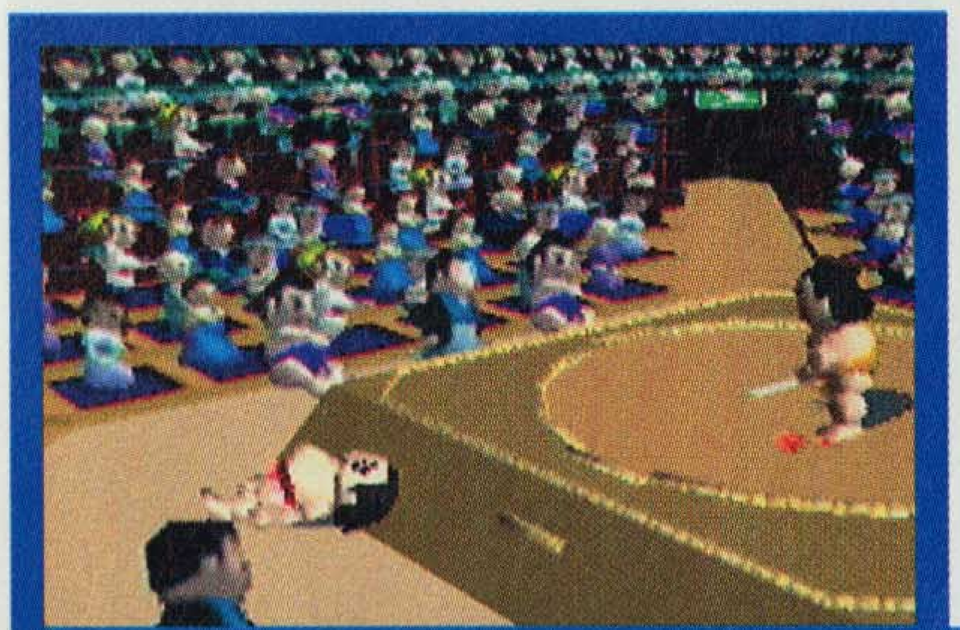
N64 STAR GAME

Luckily, we've a reviewer for every occasion here at N64 Magazine.

O-*Sumo*, from the aptly-named Bottom Up, takes the ancient art of Sumo wrestling and gives it the N64 treatment. Sumo, as I'm sure you're aware, is a temporal expression of raw power combined with grace, agility, skill and incisive tactical thought. It's a mortal clash which is emblematic of the eternal conflict between good and evil, between man and nature, between the believers and the godless. And not, for example, two fat blokes in nappies tussling in a sandpit.

Whilst *O-Sumo* may appear, to the untutored Western eye, to be a bit of a pointless scrap, anyone who has actually attended one of the tournaments (or 'basho') will tell you that it is a tense, exciting event, often with a tangibly electric atmosphere. (By the way, the 'O-' bit is an honourific, to show respect. And with wrestlers frequently topping 200kg, respect is a good idea.) The point, you see, is that you have two rather enormous and unfeasibly strong men clashing with earth-jarring force, with the grim intent of ejecting each other out of the ring and onto the floor. Where you, the innocent bystander in this conflict, are sitting. On a mat made of woven reeds.

There isn't enough space here to explain the intricacies of Sumo wrestling, so let's keep it simple. The basic idea is to eject your opponent from the ring. So, in the game, you're presented with an (initially quite overwhelming) array of attacking techniques, each 'set' appropriate to different types of wrestler. There are five of these types (balanced, speedy, strong, attacking and, strangely, 'popular'). Control is simple but belies the complexity of the execution. The C-buttons attack and the 3D stick is used to point your man in the right direction: an essential element, since the 'action' consists primarily of shoving, pushing and spinning.



◁ Choose the wrestler you feel best represents yourself.

O-Sumo presents you with a total of 41 wrestlers, with whom you can compete in four different game modes. There's the 15-day tournament, a two-player battle mode, training, an options screen, and a lengthy, entertaining story mode called 'Yokozuna Success Mode', in which you aspire to the highest rank in Sumo.

Graphics are competent and, far more importantly, incredibly authentic-looking, right down to the umpire's ceremonial robes. The animations are simple but delightfully accurate (brick conveniences don't generally move too fast, after all) with for example, wrestlers sweeping aside their long skirty bits (technical term) as they squat down for the 'off' and cheering crowds throwing their cushions in the air when their favoured wrestler wins. Even better, the announcer calls every player's name, rank and tournament record (wins and losses) and then delivers a running commentary during every bout. Add to this five mini-games, three arch 'rival' opponents and five girlies, and voila!

I have to admit I'm a big Sumo fan (sorry), and this is as authentic and entertaining as I could have hoped for.

MAX EVERINGHAM

64 O-Sumo				
BOTTOM UP				
Japan	Out now	64M		1-4
USA	Hardly			
UK	Probably never	Controller Pak	~~Cartridge back~~	Rumble Pak
¥5,960 (approx £27)				

ACCESSIBILITY (Japan → UK)
Expertise would require some knowledge of Japanese. So you can read the manual.

VISUALS 9
Looks just like it does on telly. Wonderful.

SOUNDS 8
Superb announcer. Otherwise, lots of grunts and worrying squelching.

MASTERY 7
Easy to start, much harder to get good at. Just like skiing, really.

LIFESPAN 9
Longer than that of your average Sumo wrestler, that's for sure.

VERDICT
Will probably only appeal to a limited, select audience, but for them it's Sumo heaven. Possibly more exciting than the real thing.

90%

◁ You know a game's not going to be particularly good when the best thing about it is the FMV.

▽ Vanna, there, on the right of the board, next to that thing. (Whisper) Oh, that's a tree, is it?

◁ The Wheel of Fortune studio. Be honest, if Bradley Walsh had to work in these conditions, he'd give his producer a kicking.

Wheel of Fortune		
GAMETEK		
Japan	Unlikely	64M
US	Out now	1-3
UK	TBA	Controller Pak / Cartridge back-up / Rumble Pak
$55 (approx £35)		

WHEEL OF FORTUNE

"Welcome to Wheel... of... Fortune!" Yep. Shove it.

Popular Phrase. T-A- -H- WE-SPR-C-E-T. Popular phrase. Popular. Phrase. Mmm.

Just a few things to pick up on, then. Well, one, actually. Gametek are the only developers so far, on the N64, to have managed to get FMV onto a cart. And Vanna White – America's favourite gameshow hostess! – is the lucky recipient. So, that's obviously something to be very proud of. And, no doubt, she's very happy. Telling all her friends. And kids.

Really? Nah, of course not. This is an utterly hideous pile of moulded offal and, as such, should be cherished in the White household about as much as Fido's freshly laid log. And, if we hear that the Americans are going to flip for this – because it's big on TV over there – one more time, we'll personally kick Family Funny Man™ Bradley Walsh's face in. Because, surely no N64 owner in their right mind, American or otherwise, could be tempted to *pay* for this.

What's good about it? WHAT IS GOOD ABOUT IT? What's good about a turn-based game that sometimes has you waiting 15 minutes for a go? Sitting in front of the TV, watching a 2D Vanna White walk from one side of the screen to the other, changing the letters over with the power of her mind, for 15 minutes. (Because, obviously, she hasn't got a reaching-up-and-using-her-arms animation, has she?) Oh, and you know walking? Well, poor old Vanna doesn't seem to be capable of doing that properly. Instead, she can-cans across the screen.

Yeah, but what about the promise of a 'Virtual Studio'? Well, it's a studio. Sort of. A studio with an appallingly drawn 2D oak tree in it, and contestants who – when they wave – look like they're about to lose their forearms, and two utterly pointless cut scenes (where the camera moves in towards the contestants then just stops), and sampled speech which makes everyone sound like Homer Simpson. In fact, the programming overall is so distressingly woeful that it's hard to imagine this being good on the Sinclair C5 let alone the most powerful games console in the world.

Popular phrase, then. Think popular. Think phrase. Think 'TOAD THE WET SPROCKET'. Yep. We use that one in the office *all* the time.

TIM WEAVER

△ And the best thing about this, is we've still got Jeopardy to come. (Bang! – Ed)

◁ Yep, that's it, love. You clap. Because, looking like that...

▽ ...you haven't exactly got a lot else to be happy about.

2 VISUALS
So hideously awful that even looking at it could turn you to stone.

2 SOUNDS
The audience claps. The contestants speak. It all sounds like it's been recorded in a small shed. In a cave.

0 MASTERY
Yeah. *Really* masterful.

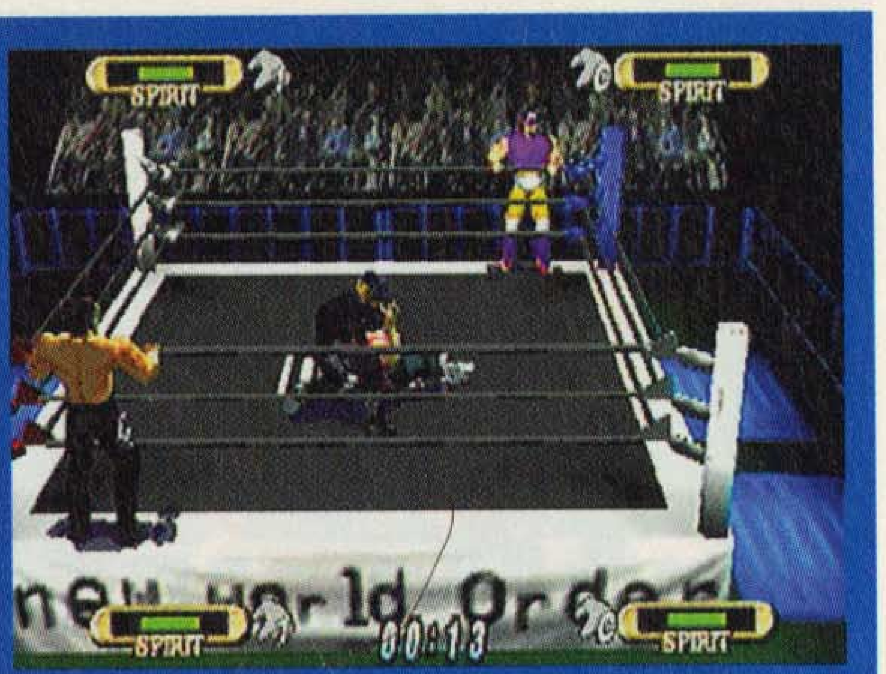
1 LIFESPAN
Half an hour at best. Two or three minutes otherwise.

VERDICT
Repulsively awful and, at £35, criminally priced. Grotesquely ugly and about as much fun as falling into a vat of industrial strength acid.

17%

△ "Could you just put your head back, sir? That's better. Now, if I just pull excessively at your chin, it might come loose".

▽ The camera is free to roam and it does its job very well.



△ Tag Match: fun that the whole family can enjoy.

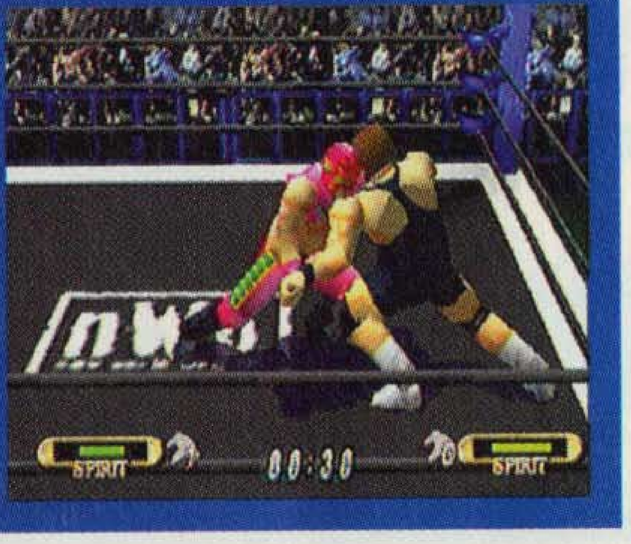
◁ Nice suit. Nice name. Nice deodorant.

WCW vs NWO WORLD TOUR

A punch. Unspectacular but, ultimately, just what the doctor ordered. ▽

△ "I believe I can fly." And then he breaks both legs and his ribcage.

△ Lex Luger. Scares young children down the park.



Slip on that leotard, perfect those growls and get ready to parade your hands o' death as the WCW takes on the NWO. FAB.

Hulk Hogan stars in Thunder in Paradise. Ric Flair looks like your Dad. Kevin Nash needs a haircut. Sting has all the appeal of his crooning namesake. The Unknown has a stupid name. Rey Mysterio Jr has a stupid name *and* a ludicrous fighting suit. Ultimo Dragon has a stupid name, a ludicrous fighting suit and is completely and utterly useless. Thankfully, though, they're all ready to rumble.

Which means, for N64 owners, there's finally a chance to slip a wrestling game into your collection and, presumably, be as proud to parade around in yellow pants and a bandana – executing lethal slaps to the face and lightning quick elbows to the spine – as you would be killing off Trevelyan in *GoldenEye*, or scoring a 25-yard piledriver in *ISS64*, or collecting all 120 stars in *Super Mario*.

Certainly, *WCW vs NWO* is as good as wrestling is likely to get on *any* console, even though it follows quite closely in the footsteps of its PlayStation cousin, *WCW vs The World*. Here, though, the visuals are better – well, smoother and quicker, at least – and the characters more detailed. And, more significantly, the power of the N64 allows for an all-at-once four-player shindig, which the PS version could never do.

There are 37 fighters to choose from in all, but, confusingly, those emanating from the DOA and Independent Union federations (federations being a little bit like squads, see?) can only be chosen when you opt for a four-player slap around. However, to compensate, the more familiar wrestlers from the WCW and NWO have signature moves, which should ensure late night Sky One viewers feel satisfied enough when The Hulkster™ administers

WCW vs NWO: World Tour

T•HQ

Release		Size	Players
Japan	Out now	64M	1-4
USA	Out now		
UK	February		

Controller Pak	~~Cartridge back~~	Rumble Pak

$55 (approx £35)

ALL THE RIGHT MOVES

Grrrr. If there's one thing you have to master in *WCW vs NWO*, it's those limb-breaking moves of death. Or whatever they happen to be called. Anyway, here's five of our favourites…

Neck à la Carte

As demonstrated here by weirdo Sting and likeable Eddy Guerrero. White Face basically knocks seven solid shades out of Ted and then, when Guerrero is flat on his stomach, begging copiously for his life to be saved, Sting takes a well earned rest on the small of his opponent's back, yanking his neck up in the process (carefully ensuring his fingers are applying pressure to the Adam's apple and inducing choking). Just goes to prove, it doesn't pay to be nice. Still, one for you to try on your mum, perhaps.

Lift, throw and claypole dance

Rey Mysterio Jr is rubbish. Not only does he wear that get-up and think he looks frightening but, here, he's being whipped into shape by Kevin Nash, a man who looks like one of those bar extras in a straight-to-video action movie, who fancies his chances with the hero then gets punched in the face and dies. Anyway, Kev illustrates a popular wrestling move that'll involve Mysterio falling on his head. Lucky, that ol' Mys's cranium contains pigswill.

Guess who?

A good one, this, and an old favourite among the veterans of the wrestling world. But, more than anyone, the unfortunately-named Syxx (who, we have to admit, does smell slightly of vomit) has mastered it, pulling it off a treat here. Essentially, it requires you to hit your adversary repeatedly in the face, decking him, then climbing behind him and covering his eyes. When your opponent comes round, the sudden change from dark to light will confuse him for the rest of the round. Also good for children's parties.

Knee hee hee

Again in the company of Kev Nash and Mysterio, and again we see Kev keeping his straight-to-video end up with some splendid quick-thinking knee-on-knee action. The basics of this clever manoeuvre are as follows: Kev kicks Mysterio in the face for around two minutes, then when Junior hits the floor, he drops downwards, applying no small amount of pressure to Mysterio's patella. He might walk again, he might not. But, the point is, Nashie won the contest.

Flat back floor

"It's payback time, buddy-o!" Steven Regal might say as he directs a hefty lump of boot sole to Syxx's face. But, just look at that precision timing, there. Regal hasn't taken any prisoners as he's separated his victim's legs, slipped in between and produced a delicate pincer movement. The point, though, is this: this might not look like it's dangerous, but Regal's applying such a precise amount of force to the upper adrenal gland that Syxx will spend the rest of his life sucking food through a straw. Hey, but remember, it's what the crowd wants. And, anyway, he's insured, so what's the problem?

---

his popular sharpish-kick-to-the-facial-region. With both feet.

The range of moves is commendable, even though you're unlikely to ever really use more than a quarter of them, and the wrestlers' animation is actually pretty good, with each one rolling around in life-threatening agony after he's been shoed, or, alternatively, turning towards the crowd and lapping up the buzz of the stadium as he performs a delicate arm-around-the-leg procedure.

But despite this obvious level of technical refinement, the very fact that this is a wrestling game – a 'sport', let's be honest, that doesn't require an awful lot of skill or timing – means that, following the initial amusement of pants and masks and liberal amounts of eye-gouging, you're likely to start getting bored with it fairly sharpish.

This isn't a beat-'em up and, as such, doesn't require the same level of commitment as a *Street Fighter* or a *Tekken*. Thus, you neither have to master its learning curve or learn its button sequences to succeed. Instead, a punch and a kick sets you off and then the same buttons – plus a couple of others – vary things a bit, with a few head locks and over-the-head manoeuvres. But never anything more exciting than that.

To compound this, the special moves really aren't that special. Sometimes they just involve a whack around the chops or a leap from the corner. Also, the matches have the same pace throughout. The wrestlers slide about (that's another thing: they don't walk, they skate) at fair-to-middling, Sunday-afternoon-walk speeds, but there's hardly ever enough action to warrant much more than muffled glee.

Admittedly, the four-player mode increases the enjoyment a bit, especially when fights leek outside the ring, paving the way for wrestlers getting tossed through the air, over the ropes and into the steel fences in front of the crowd. And little else could have surely been squeezed in, in the way of playing options. (Particularly, prior to the actual contest, where you can virtually customise your own match).

However, *WCW vs NWO is* wrestling at the end of the day and, therefore, simply can't offer the depth, ingenuity or longevity of a decent beat-'em up. Of course, some will argue it's not *supposed* to be a beat-'em up but that's precisely why it doesn't offer anything more than a few early grins. Good enough, then, but never great.

TIM WEAVER

MACHO MANIA!
By doing the following, you can access some gone-but-not-forgotten wrestling favourites:
Play As Diamond Dallas Page: Go to League Challenge, choose WCW and play the game until you get to Dallas Page. Defeat Dallas and you'll be able to pick him from the character screen.
Play As Glacier: Beat IU in the League Challenge.
Play As Joe Bruiser and Black Widow: When you've beaten all the game modes, you'll get to an extra menu called Whole World Wrestling, where you can take on Joe Bruiser and Black Widow. If you win, you can play as them.
Play As "Macho Man" Randy Savage: Simply beat the NWO in League Challenge mode.
Play as Wrath: Choose the DOA federation: win against Wrath and you can then play as him.

7 VISUALS
Nightmarish collision detection but good, bulky wrestlers and some lovely animation.

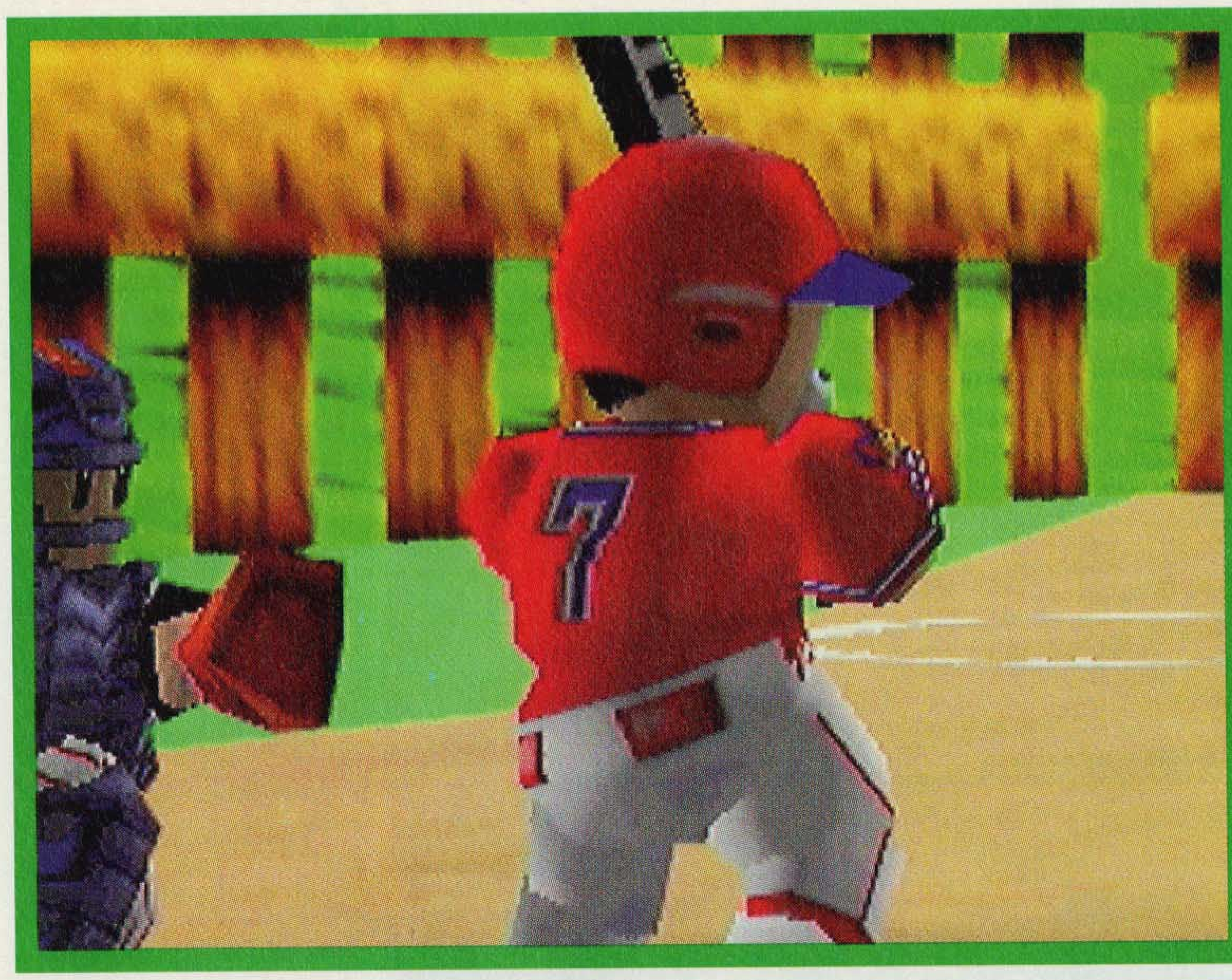
6 SOUNDS
Fine crowd noises and a guitar soundtrack that ought to be outlawed.

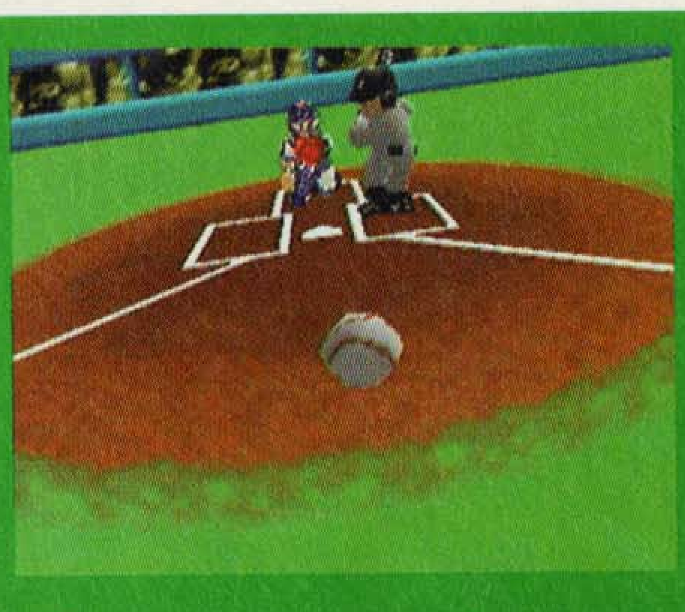
6 MASTERY
Whilst being a good run-out for the N64's polygonal prowess, there's a lack of speed and actual fighting skill.

7 LIFESPAN
Plenty of options, plenty of grapplers but, ultimately, not enough to keep you plodding through.

VERDICT
The sort of game we'd imagined it would be. Perfectly acceptable in all departments, and even rather entertaining in spells, but never enough to sustain interest and, ultimately, expensive at the asking price.

70%





Whenever a new batsman comes in, you're treated to one of these cut scenes.

Famista 64		
NAMCO		
Japan: Out Now	64M	1-4
USA: No	Controller Pak	Cartridge back-up (no)
UK: Aaand nope		Rumble Pak (no)
¥6800 (approx £30)		

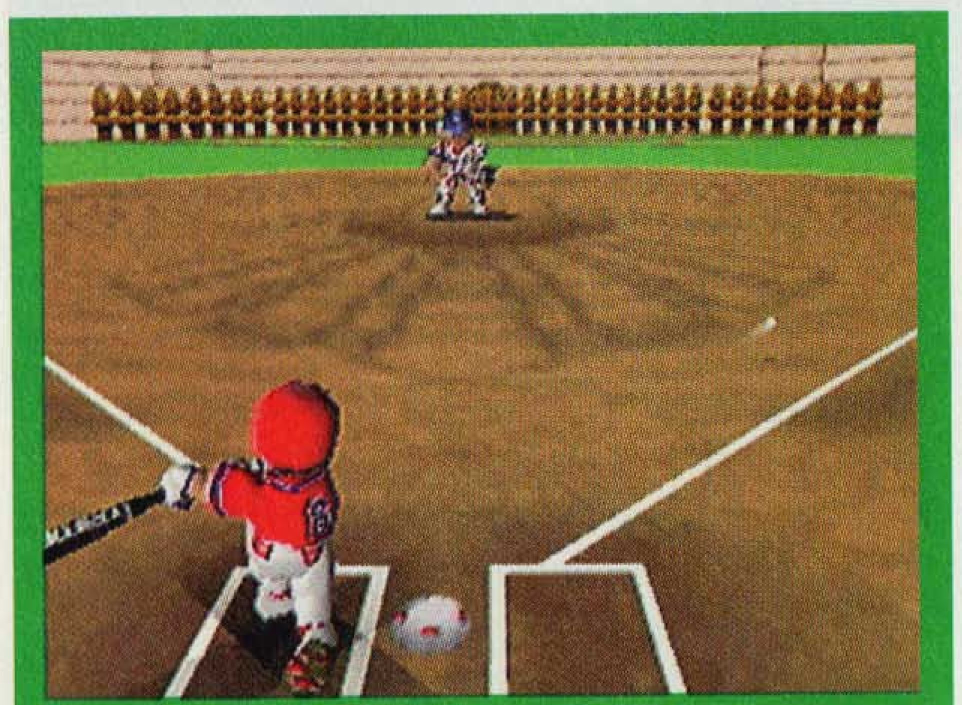
FAMISTA 64

Namco? On the N64? Yes! But don't get excited *just* yet.

There are two reasons to be disappointed by *Famista 64*. Firstly, and probably rather unfairly, it's baseball, a game which – let's be honest – besides being (sorry) suicidally boring, has also significantly underachieved on the N64 thus far. And, secondly, and probably equally unfairly, it's not *Rage Racer*, or *Tekken*, or *Time Crisis*, or *Soul Blade*. In fact, it's not anything we would have *really* wanted from a Namco debut. Sigh. Perhaps that all-important second release is the one to watch, eh?

Having said that, however, *Famista* – a continuation of the Japanese-only *Family Stadium* series that began on the SNES – does, at least, stick a bit of enjoyment back into the sport. It continues to abide by that unwritten rule of N64 baseball games with its dumpy, cartoony characters and super-slow base-to-base movement. But it equals things out a little with refreshingly intelligent AI and slick, high-res visuals.

Again, as with its predecessors (and those *King of Pro Baseball* and *Power Pro Baseball* sequels about to hit Japanese shores), the relevant sporting authorities have tossed a licence hitherward along with yet another supremely comprehensive amount of teams, stadiums and statistics. You're limited as to what you can understand, but if you're really that desperate to import a baseball title you'll doubtless have more than enough patience to wade through and experiment.



Little bloke whacks the ball convincingly in Pac Man's castle.

Where *Famista* really succeeds is in its more user-friendly nature. It allows you to hit the ball with some ease, meaning with enough practice you can actually grind out runs *and* – shock! – even beat your CPU opponent from time to time. More than that, though, it gives you an incentive to play rather than having you punished every time for the faintest whiff of an error. And despite its pudgy performers and hyper-cute surroundings (including Pac Man's Castle Stadium), it's actually quite a serious baseball sim. Its players, it would appear, have actually been motion-captured, and the rules of the game are there for everyone to abide by.

Nevertheless, it's far from faultless. To begin with, it's criminally, *criminally* slow. Admittedly, the CPU opponents move at the same speed, but by the time one of your fielders has fished a ball out from the hoardings, you'll be drawing your pension. Also, there's no pitching square for you to get an idea of where to aim so, far too often, you're just throwing wide or, in an attempt to keep the ball central, getting smashed out of the ground. And finally, the batsmen only seem to fall into one of two categories: slow reactions or no reactions. What good's that?

All of which means this is good, but not great. As a baseball game this probably just edges its competitors out. As a Namco game, there's *definitely* better to come.

TIM WEAVER

ACCESSIBILITY

Very, very *very* hard. But, with enough perseverance, probably just about accessible.

7 VISUALS

Lovely high-res players, all with surprisingly good motion capture. But it's not dealing with diverse animation, is it?

4 SOUNDS

Tedious, limited sound effects and My First Keyboard music.

5 MASTERY

Slick presentation but this never threatens to stretch the machine.

6 LIFESPAN

Probably as good as baseball games are going to get. But, you know, it's *baseball*.

VERDICT

Has the brains and the looks but, somehow, soon descends into boredom. Let's hope next time we hear from Namco it's with something a little *bigger*.

68%

◁ The narrative interludes epitomise everything that's wrong with the whole sorry, over-exploited, welcome-long-overstaying Mortal Kombat 'franchise'.

◁ Crushed by a pillar again.

△ Look! It's some blood! Cor, eh? Pwoar! Etc.

That's torn it. Now, where's B gone again...? ▷

△ Being Sub-Zero, you can freeze people. Brr.

"Oh! Oh! Stop pushing me or I'll aarrghh..." ▷

MK MYTHOLOGIES SUB ZERO

Let's close our eyes... and open them again. It's still here. Blast.

Right. The plan here is to combine *Mortal Kombat Trilogy* with a platform game and an RPG. So you, as Sub Zero, beat people up, hop about on platforms, and earn special moves by accruing experience points. A good idea? Or not? Let us examine the results:

Sub Zero Fact 1: The animation is identical to *MK Trilogy's*, right down to the way Sub Zero walks – that sideways, crab-like motion in the fashion of The Shadows.

△ Here's the RPG side of things, accessible by pressing Z. Impressive, huh?

Sub Zero Fact 2: The controls are based on *MK Trilogy's* too, including the use of Up to jump (which I thought had been outlawed by a UN resolution). This means that when you get to level two, and have to hop between a series of platforms with gaps between them by pressing Right and Up together, it's a matter of chance whether you hit Up first and jump ineffectually into the air, Right first and step off the edge to your death (to sampled "Aarrghh!"), or fortuitously hit both together and leap onto the next platform.

Sub Zero Fact 3: The screen doesn't start to scroll until Sub Zero's a few inches from the side of it. So safe progress is a case of edging slowly forwards in case a baddy suddenly appears, or a huge crusher drops down from the ceiling and kills you instantly.

Sub Zero Fact 4: You have to press B to turn around. So most baddies understandably favour the approach of jumping over you and hitting you repeatedly in the back of the head while you're fumbling for B. Oh, unless you're fighting a 'boss', in which case you turn around to face him automatically every time you jump. Even after he's dead, and you're jumping up the steps behind him to retrieve whatever he was guarding.

Sub Zero Fact 5: Many of the platforms on level two collapse. Without wobbling first. Or looking different to platforms that don't collapse. Or anything.

Sub Zero Fact 6: Many of the platforms on level two are also occupied by baddies. Luckily these can be easily dispatched using the ancient martial arts technique of walking into them, causing them to fall off to their deaths.

Although we normally take pride in completing games before reviewing them here at **N64** Magazine, I abandoned *MK Mythologies: Sub Standard* on level two, and would sooner be impaled on a spike than play it any more. It's awful. It makes *Wheel of Fortune* seem fun. I'd rather play *Cruis'n USA.*

JONATHAN DAVIES

MK Mythologies: Sub Zero			
MIDWAY			
US: Out now	64M		1
UK: TBA	Controller Pak	~~Cartridge back-up~~	Rumble Pak
$55 (approx £35)			

3 VISUALS
Some lovely 3D backgrounds. But what takes place upon them is cataract-inducing.

2 SOUNDS
Feeble oriental music and some crunches and aarrghhs.

1 MASTERY
You'll barely be able to tell you've switched your N64 on.

0 LIFESPAN
Although, it has made us laugh quite a bit.

VERDICT
It's *MK Trilogy* – but with some platform and RPG bits.

9%

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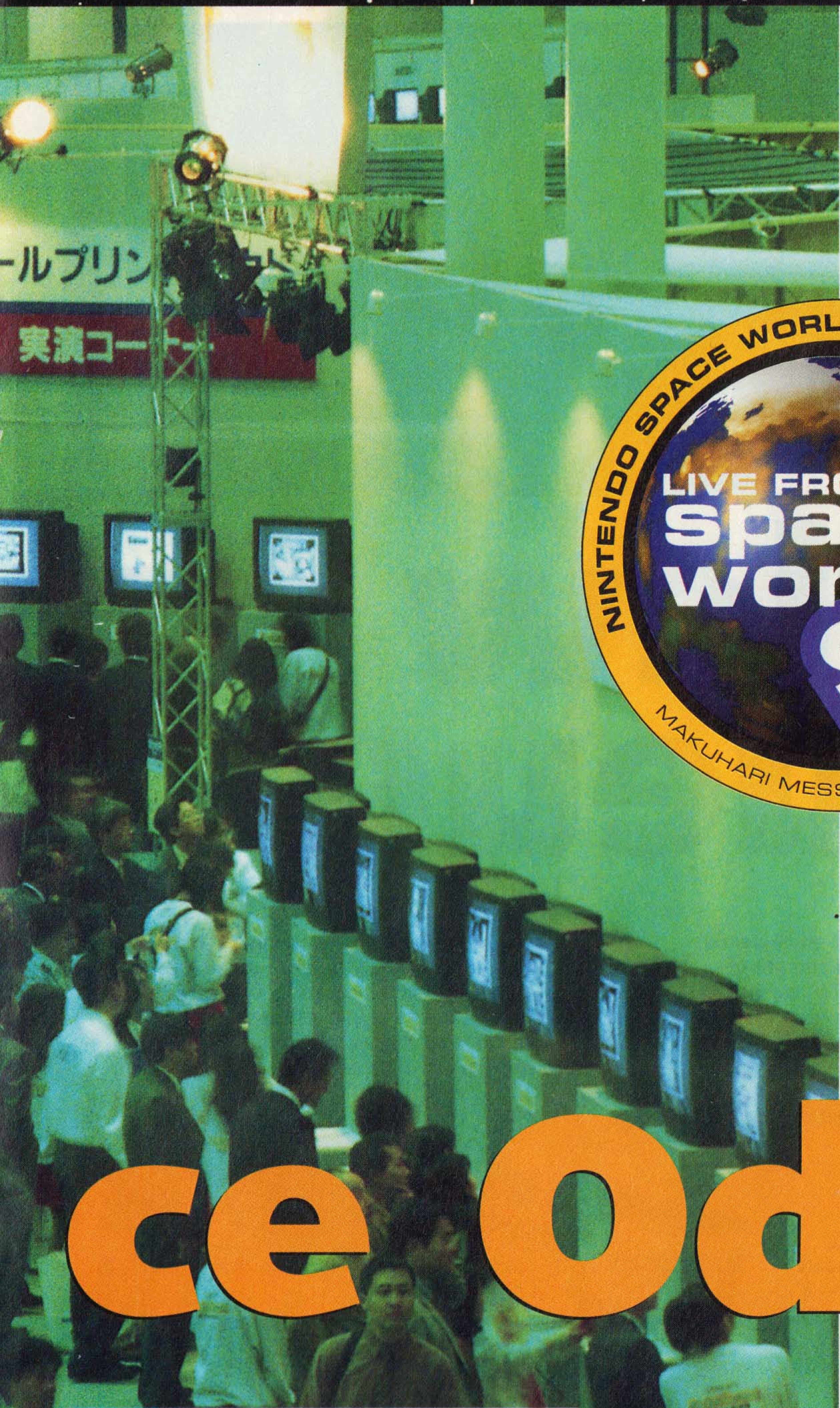
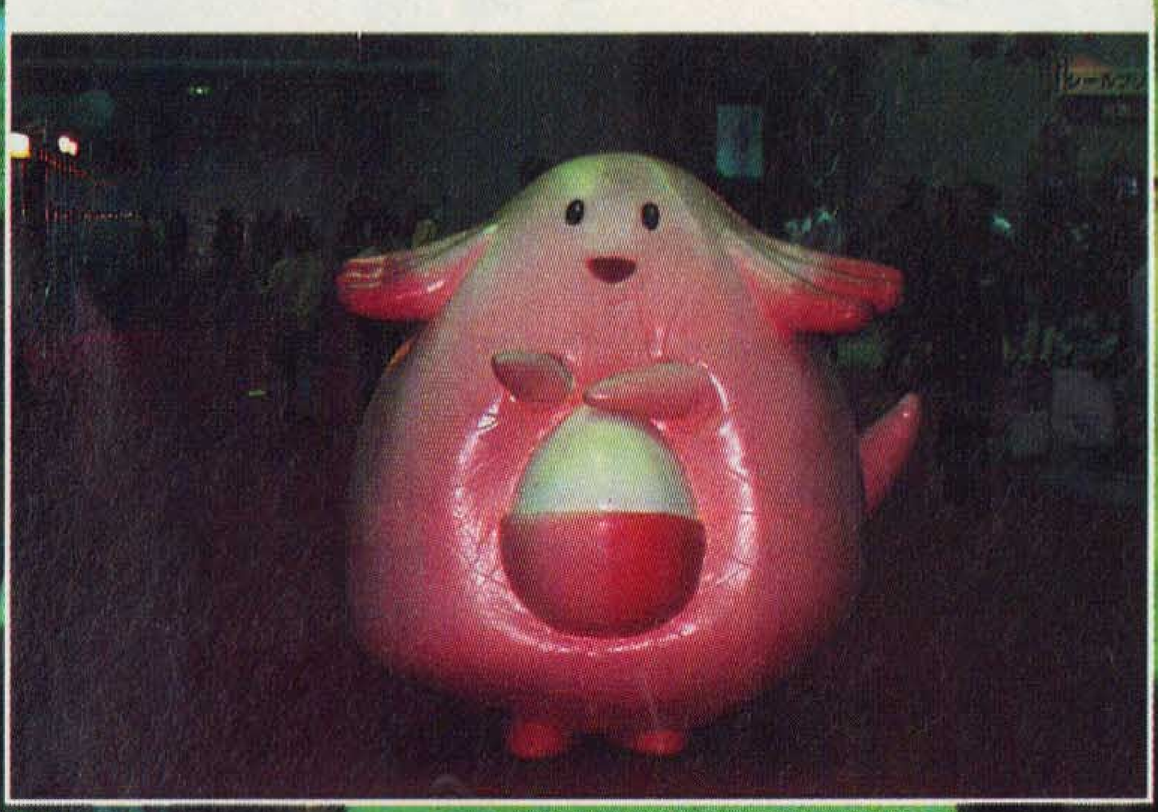


ce Odyssey

For three days last month, Nintendo let its Tokyo public take a peek at the future. This is what *we* saw...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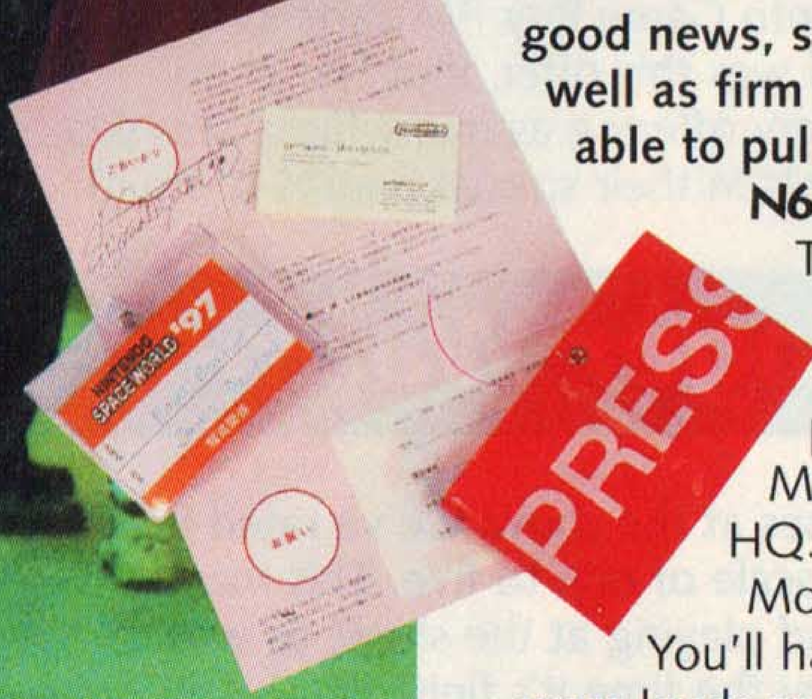
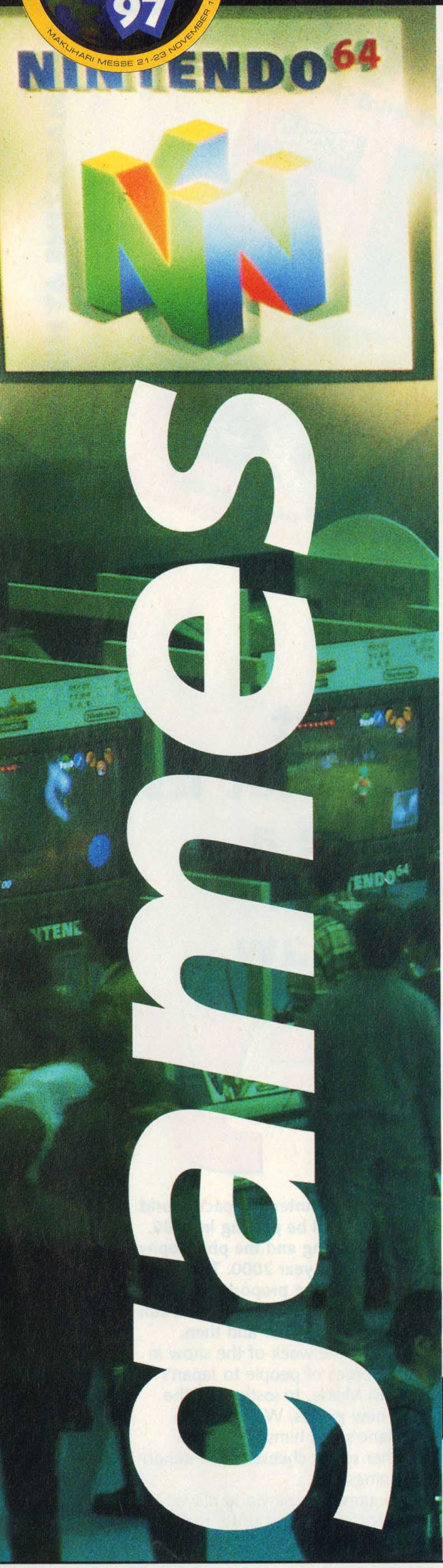


Almost a quarter of a million people went to Nintendo Space World 1997. On show were the games that we'll all be playing in 1998, the extra bits of hardware we might be buying and the philosophy that will drive Nintendo onward towards the year 2000. There was good news, surprising news and disappointment in varying proportions, as well as firm proof that however much you know about Nintendo, they're still able to pull the odd grand surprise out of the bag every now and then.

N64 Magazine was lucky enough to spend the week of the show in Tokyo, travelling religiously with the hordes of people to Japan's biggest exhibition centre, Makuhari Messe, to jostle with the crowds for a first look at loads of new games. We were also privileged to meet and chat with Mario's dad himself, Shigeru Miyamoto, as well as many of the other senior cheeses at Nintendo HQ. And we went shopping in the evenings.

Most important of all though were the games we saw and played. You'll have seen a few of them up at the front of the magazine, but there were loads more besides. These are our impressions of them...

GO! GO!



An enormous person-sized Pikachu wandered around the hall.

Part of Saturday's show was broadcast live on kids TV.

Nearly a quarter of million people visited the show. Not all at once, though.

A view to a queue

A quarter of a million people visited Nintendo Space World, making a certain amount of queuing inevitable. As most of these visited on the two public days on Saturday and Sunday, organisers introduced a limited entry system where everyone entering the show was given a badge, proudly displaying the time they had to leave the show (about three hours after they'd finally managed to get in).

The Japanese being an obedient ordered bunch, there was no need for burly security types to patrol the show, ready to throw out reluctant leavers – in fact the whole system ran with a communitarian efficiency rarely seen outside Japan, allowing the equivalent of the entire population of Norwich to happily see Nintendo's plans for 1998.

You are here!

As you can see from the map, the enormous Makuhari Messe show hall was divided roughly into three. The left-hand end was for new N64 releases, the central bit for a large presentation arena and demonstrations of the 64DD and Game Boy Camera, and the far right third for Game Boy or, more accurately, *Pocket Monsters*.

We were surprised by the amount of space devoted to Game Boy *Pocket Monsters* until we found out that Nintendo had received over 100,000 applications for the special 51st Pocket Monster that was to be downloaded onto Game Boy PM carts at the show. So over-subscribed was this offer, that Nintendo were forced to run a lottery offering as many lucky winners the opportunity to download as they had slots in their special booths to do it!

The two far left sections are for N64 games, the middle bits are exhibition areas, and the right is for Pocket Monsters and Game Boy.

The N64 Eager Waitometer

For each of the N64 games at the show, we've rated how much we're looking forward to the title on a scale of one to five. This mark is based on how good the game was looking and playing at the show, as well as how much more we're expecting from it by the time it's finished.

developer: Nintendo **release:** Out now Japan **status:** 100% complete **price:** ¥6800

YOSHI'S STORY

If Nintendo's eager punters had turned up at Space World to find that *Yoshi's Story* had been delayed, the big N might have easily found a riot on their hands. As it was, the information boards above the *Yoshi* monitors displayed the comforting news that *YS* would indeed be out a couple of days before Christmas.

Phew! But was the game any good? Fortunately the answer was a resounding yes, with even the 2D platformer-phobic James stretching his lips to previously unseen feats of smiling, over the little green dino's latest adventure. In fact, unless you were officially the World's grumpiest gamer, it would be difficult not to giggle at the game that will surely prove you don't have to be 3D to be great.

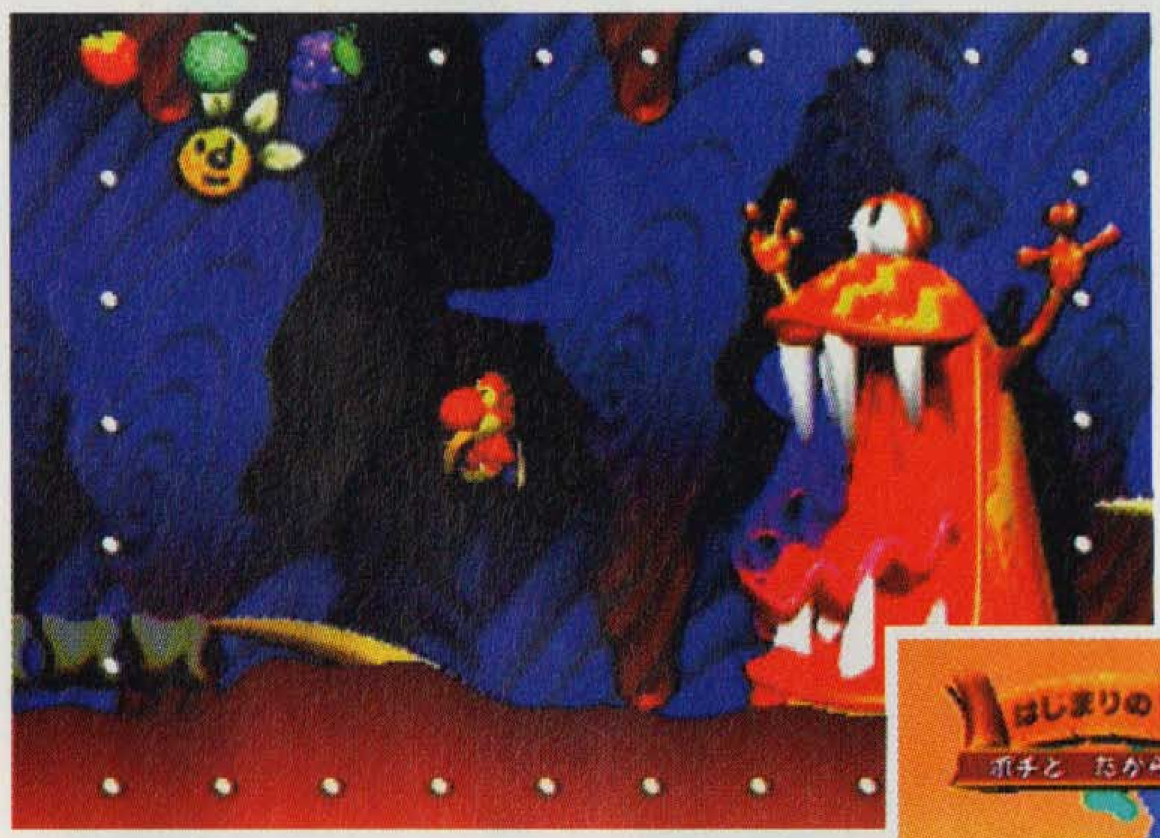
The game starts with you choosing your Yoshi from the selection screen. Your choice is important because each of the different colour Yoshis have different culinary tastes (more of this later). The selection system is a giant hand which can be moved from dino to dino. When you have the one you want, a quick press of A has your big-nosed lizard frog-marched reluctantly off the side of the screen.

Once in game, your mission becomes clear. Using the A button to extend your Yoshi's extraordinarily long tongue, you must pick up the pieces of fruit that litter the various game worlds. Once safely swallowed, the fruit in question fills one of 30 slots around the game screen. When all these slots are full, you can then move on to the next world. Different Yoshis prefer different fruit and collecting more of your preferred variety will yield you more of a points haul.

Of course, if this was all there was to *Yoshi's Story*, it wouldn't be a game, it'd be more of an electric harvest festival. The first thing to impede your progress, then, are fruits protected in a tongue-proof bubble. Second up are an enormous variety of unhelpful creatures bent on disturbing your Yoshi's day. Most of these difficulties are dealt with in one of three ways. Jumping under an egg box releases up to six throwing eggs which will obediently trail after your Yoshi wherever he chooses to go. Holding Z and then using the cursor that appears to aim, enables you to lob your eggs at anything that's causing you aggro. Fruit can be freed, enemies zapped and obstructions removed. Although Yoshi's available path is distinctly left to right in the game, eggs can be thrown slightly into and out of the screen, making it a sort of 2.5D affair.

Other vital game techniques include offensive licking – slurping up your enemies from long range – and head diving – leaping up into the air and falling straight back down to earth. This second technique is particularly useful for clearing stubborn guards that block Yoshi's path to later parts of a level.

The story book theme is maintained with pop-up book style level selects and end of level changeovers designed to look like pages turning. Quite whether the game will provide experienced players with sufficient challenge remains to be seen (our Yoshi's life meter ran out only once for the entire time we were playing), but it's going to be the hardest of hearts that isn't charmed by the N64's first retro game. Expect a full review next issue.



In this bit, Yoshi's only collected three bits of fruit. He needs 27 more to fill up all the dots.

It is a level Select screen and, yes, it is in the style of a pop-up book. Some inspired guessing there from us a few issues back.

Unfortunately, we didn't get to play the patchwork level. It looks great, though.

The **N64** Eager Waitometer

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developer: Konami **release:** 29•1•98 **status:** 100% complete **price:** ¥7800

NBA IN THE ZONE

Rather overshadowed by Nintendo's basketball game, Konami were pleased to announce that their *NBA in the Zone* was due for a Japanese January release. While competent, the game has little to differentiate it from the thousands (?) of PlayStation basketball titles available and, in comparison with Nintendo's game, lacks enough control subtleties to make it a true great.

The **N64** Eager Waitometer

developer: Hudson Soft **release:** 4•1•98 **status:** 100% complete **price:** ¥6980

BRAVE SPIRITS

Grapple fans will be pleased to see the N64's first wrestling game arrive from Hudson this month. How pleased they remain after playing it remains to be seen, with our N64 testers getting quickly confused by the control system and left underwhelmed by their short exposure to the game. We'll review it fully next month.

The **N64** Eager Waitometer

developer: Asmik **release:** Out now **status:** 100% complete **price:** ¥6800

WORLD CHAMPIONSHIP WRESTLING

More wrestling action but (we think) *World Championship Wrestling* is actually *WCW vs NWO* in Japanese disguise. We'll have a review next month whatever it turns out to be.

The **N64** Eager Waitometer

GO! GO!

developer: Nintendo **release:** TBA **status:** Unknown **price:** TBA

PIKACHU GENKI DECHU

(I'm OK! says Pikachu)

Based on Pikachu, by far the most popular of the Pocket Monsters, *Pikachu Genki Dechu* is the embodiment of the speech given by Nintendo Japan president, Mr. Yamauchi, at Space World. Heralding a future where feats of technical polygon-intensive 3D wizardry give way to simpler, more intimate gaming experiences, Mr. Yamauchi envisaged a whole slew of 'interactive', 'communicative', 'nurturing' software. It's difficult even to call them 'games', because the emphasis is definitely on the nurturing side, establishing a relationship, for want of a better description, with the on-screen characters. *Pikachu Genki Dechu* is the first N64 title to realise Mr. Yamauchi's vision, the main objective of the game being to coax the eponymous character into trusting you.

The first N64 game to exploit the new hardware add-on, imaginatively dubbed the "Voice recognition unit", *Pikachu Genki Dechu* encourages the gamer to establish a relationship with the little monster by getting him (it?) to recognise your voice. At the outset, Pikachu is nervous and generally mistrustful of everyone. Which of course is the sensible option, nowadays, what with joyriding and housebreaking and… sorry, basically he's a bit nervous. Your job, as chief Pocket Monster befriender, is to use the headset to reassure the poor little thing. He reacts to the tone of your voice, and if you sound frightened, he will be too. If your little brother should happen to pass by and try to talk to your Pikachu, he'll get nervous and back off.

So you have to show him that your intentions are good and learn to relate to him correctly. The whole concept is one of (excuse the hippie overtones) growing up together. And if that sounds a bit weird to you, let us assure you that, with pets generally forbidden to the majority of Japanese youngsters, this is almost certain to follow in the footsteps of the outstanding successes of *Pocket Monsters* and Tamagotchi. And hey, let's face it, it's pretty cute.

Success! Pikachu seems to be forming a romantic attatchment to you. That's, er, great.

As if giant real-life Pikachu's weren't scary enough at the show...

...We also had to contend with the computer one talking to us. Weird.

Tired and emotional

Being a '90s kind of monster, Pikachu has a whole array of emotions and sensibilities with which to entertain you. And, straight from the promotional literature (so you don't think we're joking), here they are:

developer: *Imagineer* **release:** *March* **status:** *60% complete* **price:** *¥6980*

HOLY MAGIC CENTURY ELTALE

How much longer? Considering the fact that we first played *Holy Magic Century* back in June, the news that it's still only 60% finished and, strangely, still due out in March came as a bit of a surprise. Either that development figure is a gross underestimate or we can expect some fairly heavy release date slippage.

Unfortunately, Imagineer didn't seem to have arranged a special show version of their 3D RPG, and so an accurate assessment of how far things had progressed was a little tricky, given the ten-minute play slots we were allocated. However, we can say that the first level was looking lush with loads more characters to talk to and interact with.

Konami have picked up the European distribution rights and so we'll definitely be seeing what must easily be Imagineer's most impressive game to date. It's going to be great when it's out, it's just a question of when 'when' is.

Attacked by malevolent turtles with mushrooms on their shells. Which is nice.

Interior locations are handled well, but the game's still as far off as ever.

The **N64** Eager Waitometer

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developer: *ASCII* **release:** *December* **status:** *100% complete* **price:** *¥7800*

AERO GAUGE

'Dreadful beyond words' was the unfortunate assessment of ASCII's *Wipeout* clone. While your ships whip along at something approaching acceptable speed, the game's difficulty is derived mainly from the fact that the track only appears a hundred yards in front of your hover car. "Which way now?" Hang on, the CPU will have drawn the route in a minute.

The fact that *Aero Gauge* boasts five vehicles and four courses is irrelevant in the face of some horrendous programming and some unforgivable thefts from Pysgnosis's finest. It's out in December. Excited we're not.

The **N64** Eager Waitometer

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developer: *Seta* **release:** *May* **status:** *60% complete* **price:** *¥6980*

REV LIMIT

Oh dear. You can see why Seta haven't been rushing to promote *Rev Limit* – it's in a right old state. Apart from the huge variety of vehicles to drive (we counted over 13) practically everything else about the game was either absent, dodgy or broken.

With only two playable courses (and only one more to come) and a screen resolution that would embarrass a Saturn, *Rev Limit* could really only fail in the car handling department to make a disappointment full house. Unfortunately, the cars do indeed handle as badly as they look, with the game giving no feeling of speed and prompting the worry that the programmers at Seta might never actually have driven in real life.

The game has three camera views and the option to turn your headlights on and off. The only good news surrounding *Rev Limit*, though, is that Nintendo might be taking it in house to give it a jolly good sorting out. We can but hope.

It's hard to understand how *Rev Limit* looks this good in stills, but so awful in real life.

The **N64** Eager Waitometer

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developer: *Hudson Soft* **release:** *Out now* **status:** *100% complete* **price:** *¥5980*

DENRYU IRA IRA BOU

The electric frustrating stick game was drawing big crowds at the show, presumably because a new series of its licensing TV show has just started on Japanese TV. The idea – as we explained – in issue 9 – is to move a ball around an electrified course without touching the sides. It's rather like those games at Sunday Fetes. YOU REMEMBER!

Out on the 19th of December, *Denryu Ira Ira Bou* is bound to excite the Japanese gaming fraternity to new heights, before never getting anywhere near a release anywhere else. Ho hum, can't say we're that disappointed.

The **N64** Eager Waitometer

GO! GO!

developer: *Nintendo* **release:** *June* **status:** *50% complete* **price:** *¥6800*

NBA BASKETBALL

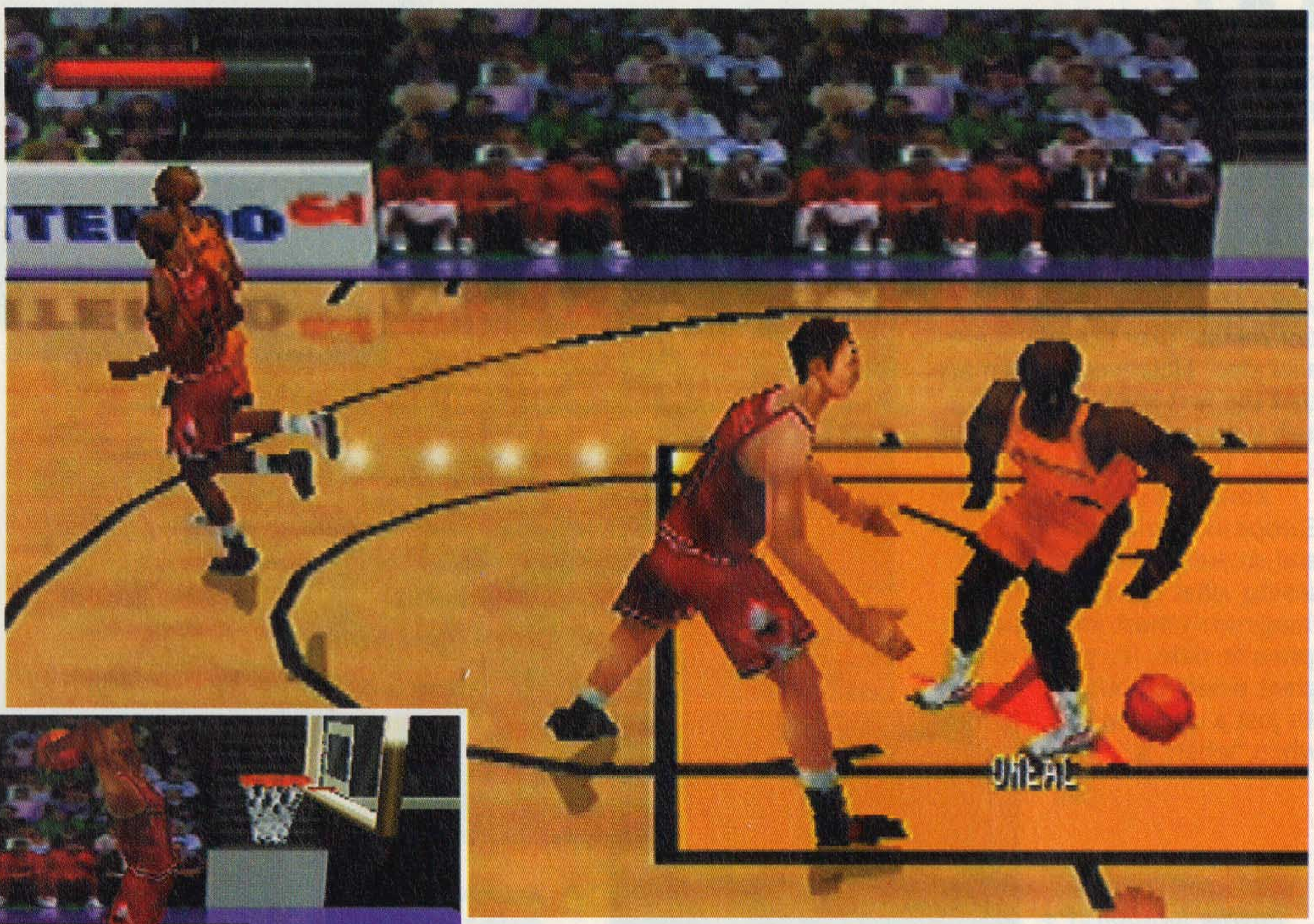
Nintendo doing a basketball game? Hmm. Well the credits after the Nintendo screen say 'Left Field Productions' so we'd hazard a guess that Nintendo of America are playing a significant part in proceedings. However, even at this very early stage (only half done), the game is showing some familiar signs of Nintendo quality.

The game is officially licensed by the NBA and is a full ten-player basketball simulation. None of your four player Hangtimery here, oh no. The most obvious detour from what must be one of the well-trodden gaming routes in history is the use of the C buttons to pull off special moves and tricks. Two that we found were an opposition-confusing swivel and a cunning-as-a-fox, behind-the-back turn and dodge. Lovely.

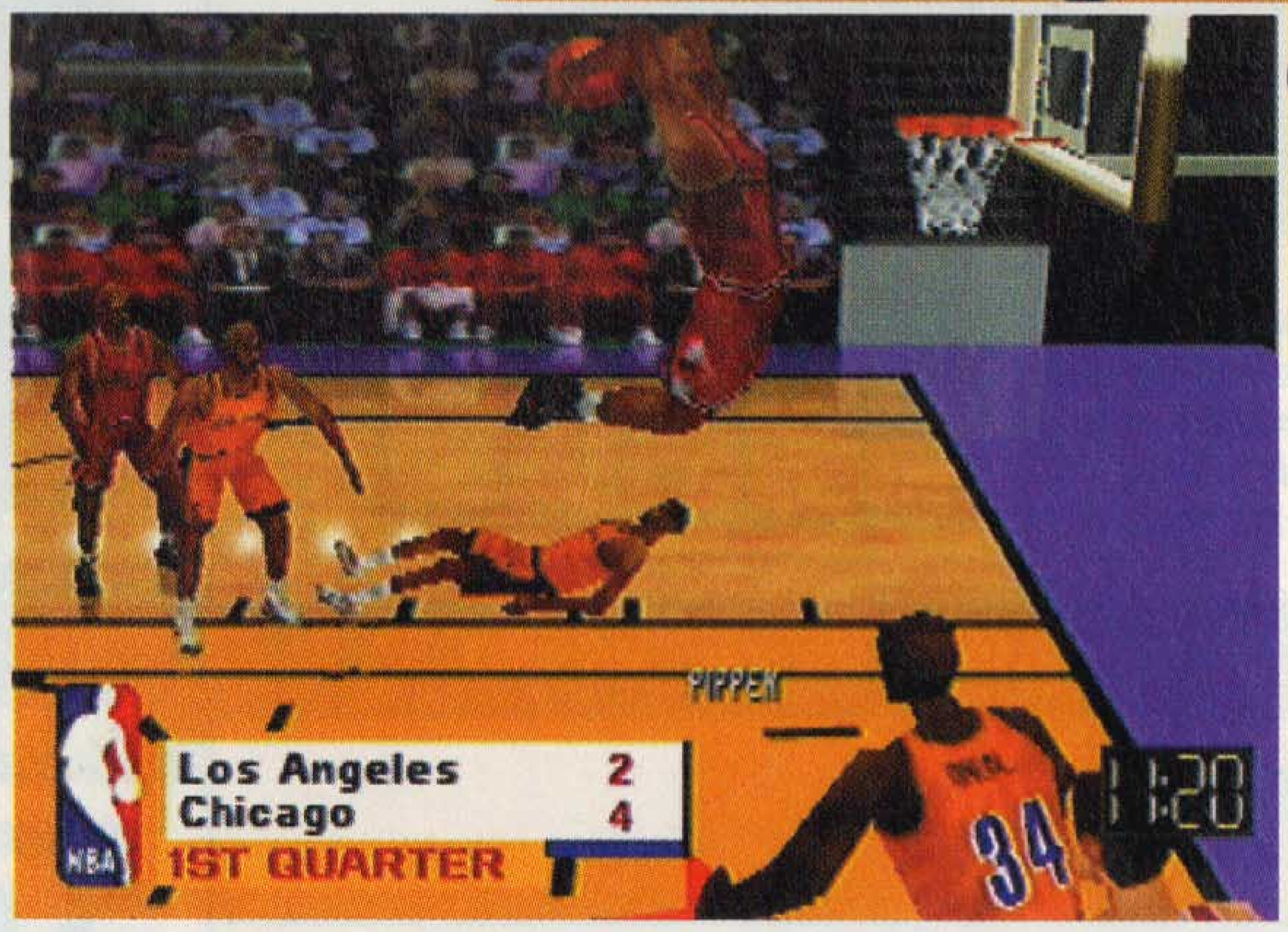
Other controls are kept simple but can be used in combination to produce different effects. The A button causes the player with the ball to pass forward or shoot if he's within range of the basket. Players without the ball will be prompted to try to steal it. The B button is a jump/block command and can be used in conjunction with the Z trigger to create dunk shots. One feature we liked particularly was the R button. Holding it down allowed you to move your player with his back to the basket, shielding the ball from the defenders and looking slightly like a great bandy-legged crab. Another good touch was a variable stamina meter which, according to our guide, allows players to pull off trick shots when fully charged up.

Even at this 50 percent complete stage, *NBA Basketball* is clearly outshining Konami's NBA attempt. The resolution is crisp and sharp and whilst the graphics aren't finished yet (there aren't any player reflections or shadows, for instance), they're clearly 'N64'. Nintendo will also be looking to improve the overall speed of the game – the show version felt fairly sluggish under our inexperienced control.

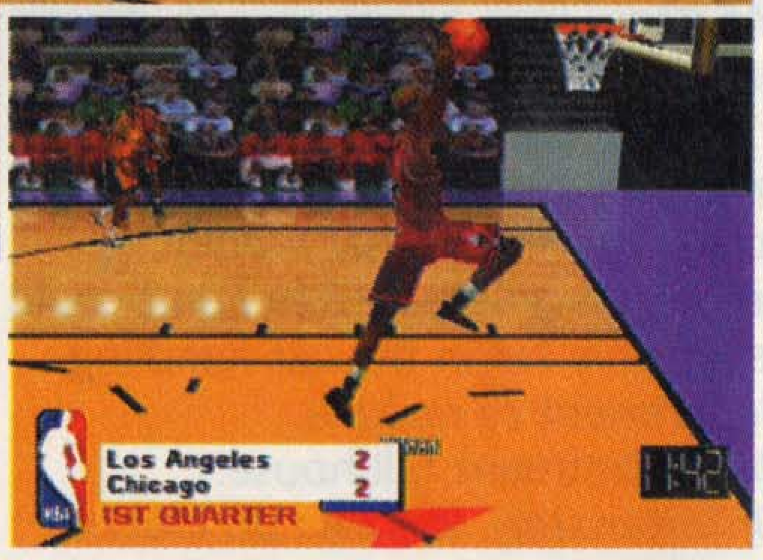
Basketball isn't **N64** Magazine's computer sports sim of choice, but we were heartened to see the big N apparently determined to give the whole flabby genre a good kick up the, ahem, ass. We'll have to wait until July, though.



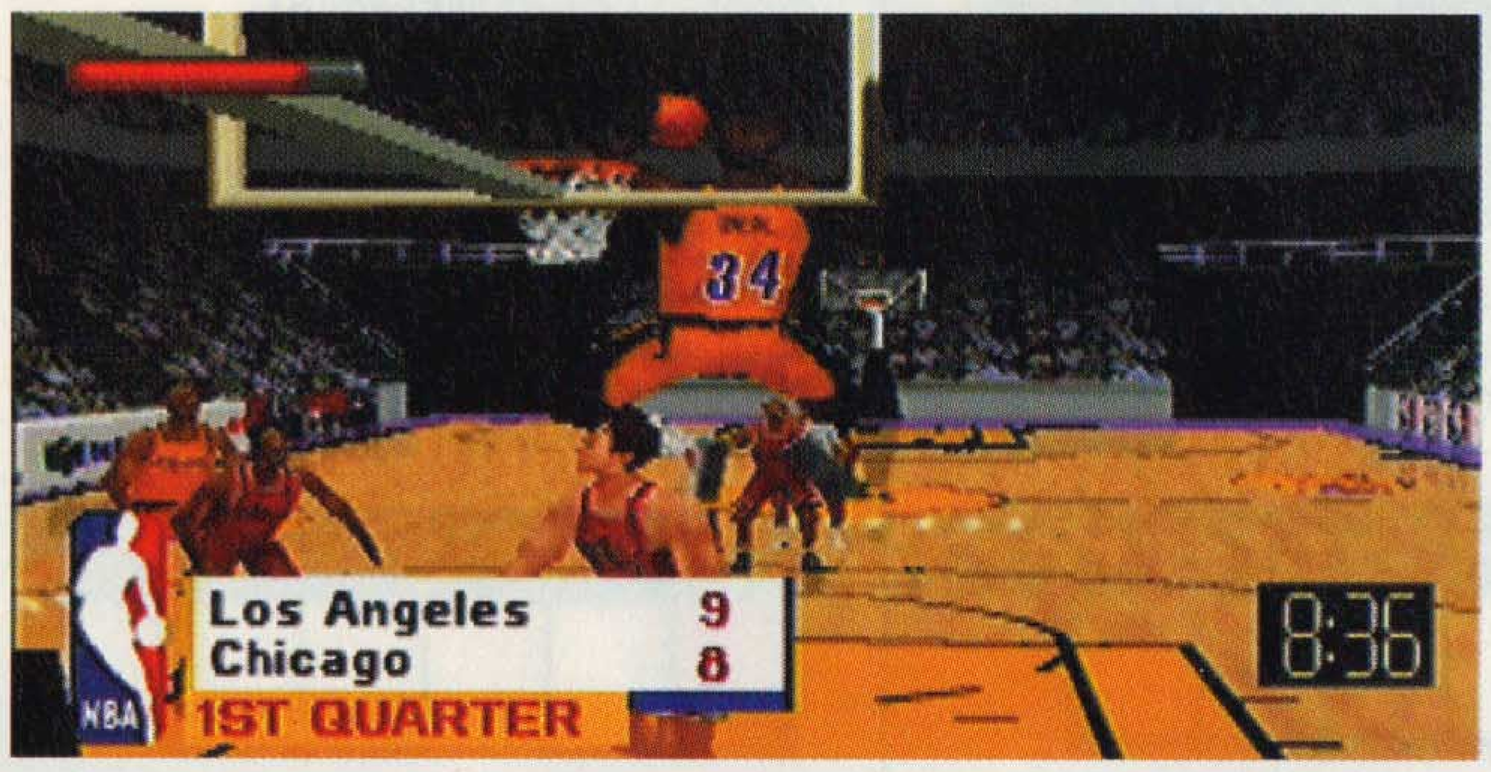
Nice detail on the players, but it's the variety of moves available that impressed us.



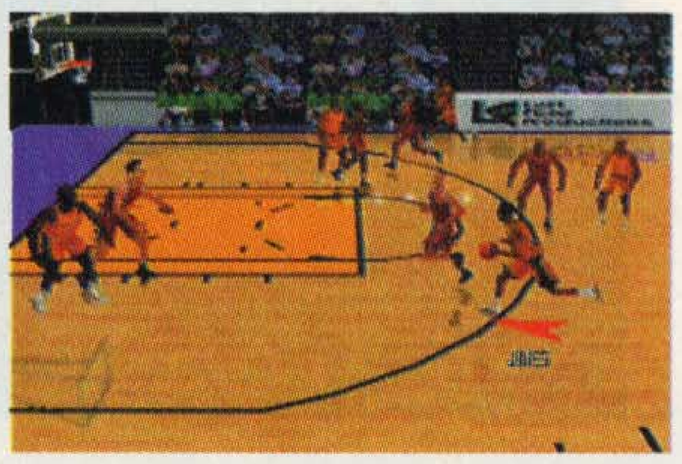
While some bloke blatently bunks off, Pippen (first names Cox's Orange) dunks away like a good 'un.



It's the boy Pippen again. Is there no stopping him?



The basket's got a reflection but the players haven't. Odd, eh?



developer: *Imagineer* **release:** *December '97* **status:** *90% complete* **price:** *¥6800*

SIM CITY 2000

While there's no denying that *Sim City* was a great game on the SNES back in 1991, Imagineer's 64 version might have trouble repeating its success. In comparison with Nintendo's 64DD version of the game, where you can swoop down into your streets and fly along them in perfect 3D, waving to the smiling inhabitants as you go, graphically at least, Imagineer's rather drab isometric version is going to leave you considerably underwhelmed.

The very nature of Space World meant that a full assessment of *Sim City 2000* was impossible. However, it seems that the familiar point-and-click stand bys have been maintained, with the overall premise of building ever larger and more complicated urban environments the same as ever. Imagineer must be heaving a hearty sigh of relief now that the 64DD (and hence Nintendo's *Sim* game) have been delayed further – it'll give their version of the game a few months without competition on the shelves.

Graphics just like its elderly PC cousin did not make us smile.

However, it was a great game the first time around.

We wonder how Imagineer will tweak it to make us interested all over again.

The **N64** Eager Waitometer

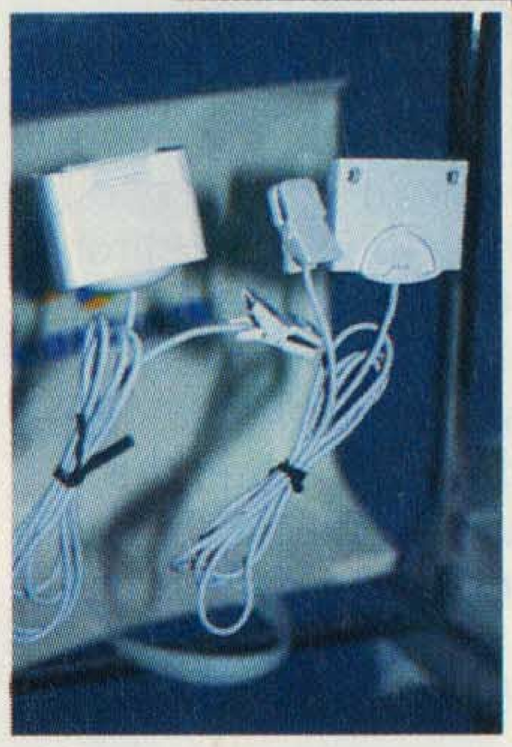
developer: *Bottom Up* **release:** *March* **status:** *90% complete* **price:** *¥7800*

BIO TETRIS

Featured here more as a curiosity than anything else, *Bio Tetris* is basically a ropey old version of the familiar *Tetris* standby. The number of blocks per piece can vary (along with their shape) and the width of the well is wider than eight blocks. *Tetris* completely messed up, then.

No, the news with *Bio Tetris* is the special memory pack that comes with it. A wire runs from the pak to a small plastic crocodile clip. You attach this to your ear and the game can then read your pulse rate and blood flow. The idea of this is that your 'bio feedback' is used by the game to adjust various parameters while you're playing. Close questioning of the Bottom Up man on the stand seemed to suggest that if your pulse rate rose, the game made itself easier for you. Which seemed a little wrong to us, somehow.

Anyway, dodgy *Tetris* games aside, the idea of Bio Feedback is an interesting one and we're sure it could be used in a whole variety of much more interesting ways. Jonathan welcomes your imaginative suggestions in Club 64.



This is the pak (left) and this is someone looking a bit odd using it (above). There must be a better use for it than Bio Tetris, surely?

The **N64** Eager Waitometer

developer: *Imagineer* **release:** *April*
status: *95% complete* **price:** *¥6800*

FIGHTING CUP

Just an update on this one really, as we've seen loads of it already from Ocean who have the game for European release. Curiously, Imagineer had the Japanese version slated for an April launch, but Ocean are still hoping for a pre-Christmas slot over here. Odd.

The **N64** Eager Waitometer

developer: *Imagineer* **release:** *March*
status: *60% complete* **price:** *¥6980*

KIRATTO KAIGETSU

This was an odd one. Imagine a giant board game where the pieces you move around are actually real-life animated human things. According to the Imagineer operative, each square you land on has a different surprise hidden under it. We couldn't make head nor tail of it but if you want an outside bet for the surprise hit of '98 you could do worse.

The **N64** Eager Waitometer

developer: *Seta* **release:** *April*
status: *100% complete* **price:** *¥9800*

MORITA SHOGI

Shogi – as we all know – is Japanese chess, and this super-bland simulator from Seta has been specially endorsed by Japan's very own Shogi grand master, Mr. Morita himself. April is a long time to wait for an already-finished game but, rest assured, **N64** Magazine has a copy reserved.

The **N64** Eager Waitometer

GO! GO!

developer: **Hudson Soft** release: **Out now Japan** status: **100%** price: **¥6980**

DUAL HEROES

Perhaps one of the best of the four-or-so beat-'em-ups on display at Space World was the heavily anime-influenced *Dual Heroes*. The game's intro – which seemed to go on for hours – was a series of story-telling stills but when, eventually the action did start, a slick, colourful little cyber fighter burst into life.

Eight fighters were initially available, with robot things, pert-bottomed anime babes and long-haired hero types all up for selection. Once we had a bout up and running, we could see that the arenas followed a similar plan to Sega's *Fighting Vipers* – plenty of room for ruckage but the whole thing enclosed by steep walls, allowing you to back up and trap your opponents – a tactic the CPU opposition exploited ruthlessly.

The controls follow a *Virtua Fighter* pattern with Block on B, Punch on A and Kick on Left-C. We couldn't seem to find any other commands – the Hudson lot weren't particularly helpful – but three commands were good enough for *VF*, so we shouldn't be overly worried about that.

However, for a 100% finished game (and one we'll have a review of next issue), there was a worrying delay between pressing a command, and your fighter actually executing it. As good beat-'em-uppage is all about timing and quick response, this is a big worry and certainly enough to make us sceptical about the entire game. We'll wait and see, though.

A massive two hit combo there. We really can't wait for this one.

The mighty Gun gets one in the mush from Hana. Nice.

"Hello, boys." Another great metallic sex symbol enters the world.

The **N64** Eager Waitometer

developer: **Culture Brain** release: **Out now Japan** status: **100%** price: **¥6980**

HIRYU NO KEN TWIN

"Am I a man or a woman? Write in and win my tiara."

The idea behind *Art of Fighting Twin* (to translate its Japanese name, above) is a novel one. The game includes two completely different styles of fighting based around two sets of graphics. On the one hand, you have the tall strong realistic fighters of games like *Dual Heroes* or *Virtua Fighter*, and on the other, you have the super-deformed, cute types from games like *Snowbo Kids* or *King of Pro Baseball*.

At the moment, it seems you can play either/or game styles, but can't have one competitor from one fighting against another. Fighting styles include the standard mixture of kung-fu, karate and wrestling and the game includes multiple throws, kicks, punches and projectiles.

Those of you with an extensive beat-'em-up knowledge will recognise the title *Art of Fighting* from an SNK fighter on the Neo Geo. The N64 game is indeed an attempt to transfer this sprite game into a fully polygonal environment. If it's successful, Culture Brain could have a major hit on their hands.

Culture Brain are hoping to release their game in America in April. However, there's been no word as to a possible publisher and nothing at all about a UK release. We'll keep you posted.

The **N64** Eager Waitometer

developer: Konami **release:** March **status:** 80% complete **price:** ¥7800

G.A.S.P!!! FIGHTERS NEXTREME

Another month, another name for Konami's slowly developing beat-'em-up. From the decidedly wobbly version that appeared on show at September's ECTS, to the almost presentable version showcased here at Space World, to now give the game its full title – *Generation of Art, Speed and Power: Fighters Nextreme* – leaves you positively breathless.

The biggest improvements in the game revolved around an increase in the screen resolution and the overall speed of the proceedings. The game is still a *Virtua Fighter* fisticuffer rather than a *Soul Blade* sword-flasher, but our honest assessment is that work still needs to be done if the N64 is to get the beat-'em-up it so obviously deserves.

Konami are definitely in the premier league of N64 developers.

We've had everyone in the office practising this. Two had to go to Matron.

The backgrounds are all lovely 3D arenas

G.A.S.P *continues to improve at a pleasing rate, but we're very close to its release date now.*

The **N64** Eager Waitometer

developer: Imagineer **release:** January **status:** 80%complete **price:** ¥6980

KING OF PRO BASEBALL 2

Although the Japanese gaming fraternity disagreed with us (and went with Konami's midget baseball sim) we thought the first *King of Pro* was the best baseball game out there. *King of Pro 2* introduces a few new features, including a bat indicator to show by how much you missed the ball (if you did) and mini replays of notable game events. Unfortunately, though, the screen resolution seemed a little less than the original and the new camera angles are going to take some getting used to. As the original *King of Pro* was never released outside of Japan, the chances are we won't have to worry about any of this, though.

The **N64** Eager Waitometer

developer: Atlus **release:** Out now **status:** 100% complete **price:** ¥6800

SNOWBO KIDS

It may just have been that we came to *Snowbo Kids* after *1080°*, *Nagano* and *Snow Speeder*, or it may just be that the game *is* as bad as it first appears. To be fair, we played the game moments before the burly security guards appeared to throw us out of the show and only had chance to sample the stunt course and one downhill track. It appeared that there was a different stunt assigned to each of the C buttons, but what with your characters being of the super-deformed big-head variety, accurate movement was extremely difficult. A full review next issue is our solemn promise.

The **N64** Eager Waitometer

developer: Banpresto **release:** March **status:** 50% complete **price:** TBA

SUPER ROBOT SPIRITS

For lovers of huge mechanical things knocking the non-living stuffing out of one another, *Super Robot Spirits* will be as welcome a surprise as the chocolate mint some hotels are bizarrely placing on your pillow nowadays. Maybe.

Rather than follow the *Virtual On* style of encounter, where tactical running and hiding were the order of the day, the idea in *Super Robot Spirits* is much more simple – it all boils down to a basic lug-fest. Yep, all you've got to do is smack your fellow mech up until it falls over, KO-ed. Fairly simple, really.

At 50% the game looks and feels very early. The resolution is low and the differentiation between the ten mechs on offer fairly rudimentary. "Which one am I?" "I think you're the one on the left." That sort of confusion. March for release? Mr. Slip will surely be paying a visit to Banpresto HQ, you mark our words.

The **N64** Eager Waitometer

GO! GO!

developer: *Imagineer* release: *March* status: *70% complete* price: *¥6980*

SNOW SPEEDER

The harassed man on the Imagineer stand confided to us that the 96 Megabit *Snow Speeder* was nowhere near the advertised 70% complete. In fact, he called the figure an "outrageous lie." What was on view was a bit of a mixed bag, with some very good points sitting uneasily alongside some severely ropey bits.

The strongest counter-attack the game has in the face of the inevitable strong competition from Nintendo's *1080° Snowboarding* is the fact that both skiing and snowboarding are included. Second up in *Snow Speeder*'s defence is the fact that it was one of the fastest racing games on display at the show – occasionally too fast, in fact.

Controls have been kept simple: the A button causes you to brake and B has you lifting off into the air for the purposes of stunts and turning. The joystick is used to steer left and right and pushing back helps your snow speeder dig his edges into the ice, helping you to turn.

One of the most enjoyable modes of the game was the two-player split-screen race where skiers could race against boarders. On top of this, the game's three play modes – Alpine, Slalom and Gate – should, in theory, provide gamers with more than enough to keep them interested. There is a 'however' coming, though.

However, *Snow Speeder* did have some serious problems. While the characters were distinctly anime at the select screen, in the actual game they were more like Bill and Ben the breeze block men. According to one of the **N64** party the ski poles "looked like tree stumps" and, although the scenery was whipping past at unheard of speeds, collisions produced a bout of glitching that had polygons, bending, stretching and disappearing in all directions.

So we're going to sit on the fence with *Snow Speeder*. Graphically it's not yet up to the standard of *1080°*, but it would appear to have a lot more in it. It's probably only 50% finished as well, so who knows how it could finally turn out.

△ *The finish is already in sight and his salopettes are barely sweaty. What a skiing legend this man is!*

The **N64** Eager Waitometer

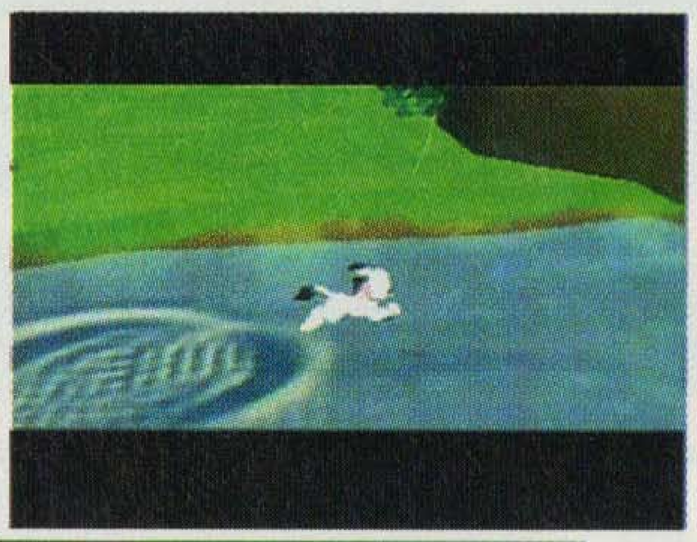
developer: *Nintendo* release: *TBA* status: *Unknown* price: *TBA*

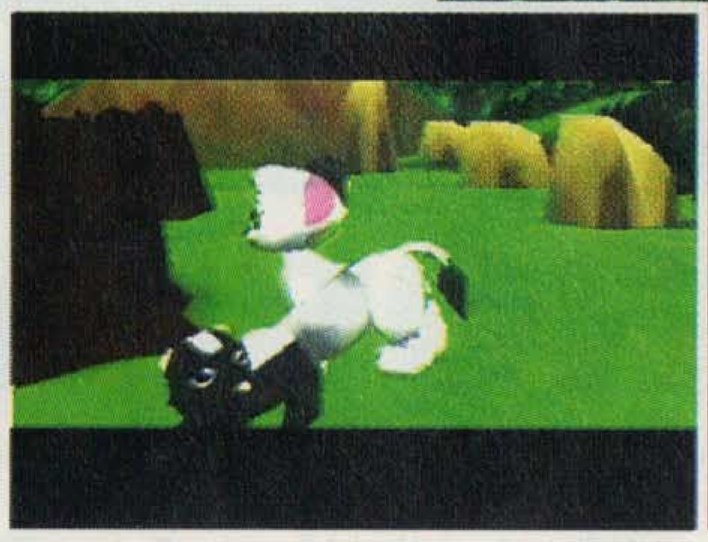
JUNGLE EMPEROR LEO

Not actually playing in any form at the show, a tiny glimpse of Miyamoto's next 'big' game was afforded by the official Space World video, showing on a continuous loop all around the show floor. *Jungle Emperor Leo* is a name that probably won't mean anything to a British audience, but one that is clearly exciting the Japanese and American audience alike.

The game will be based on the cartoon series of the same name which has been an enormous hit around the world (except here) since its creation in the sixties. Leo (Kimba in America) is a young white lion who defends his jungle kingdom from all comers. When Disney's The Lion King came out, the story's similarity to JEL caused a bit of legal rumbling between the two companies

Shigs' game appears to be just a 3D engine at the moment, but hopefully next year's Space World will have a playable version.





△ *It could be a huge hit for Nintendo but don't be surprised if you have to wait until 1999.*

◁ *Can't say he looks much like a lion – more a friendly pussy cat.*

The **N64** Eager Waitometer

developer: *Konami* **release:** *Out now Japan* **status:** *100% complete* **price:** *¥6800*

NAGANO WINTER OLYMPICS

Konami's winter sports track and field bonanza was present at the show in completed form. The really great news is that the overall speed of all the events has been significantly increased, with a number also benefiting from what seemed to be an improved screen resolution.

While certain events – particularly speed skating and curling – are unlikely to ignite outbreaks of frenzied cart buying amongst the gaming public at large, lots of the events are excellent, with the downhill and slalom skiing a particular favourite in the **N64** office.

We'll have a full review of *Nagano* next month so we won't waste any more time wibbling on about it now. Right then, on to the next.

Ah, the Luge. Time to break out the figure-hugging lycra again.

Bob Sled is fun at the start, but a bit hit and miss once you're in your sled.

The **N64** Eager Waitometer: 3/5

developer: *T&E Soft* **release:** *Out now Japan* **status:** *100% complete* **price:** *¥7980*

AUGUSTA MASTERS '98

Anything would be better than Seta's *St. Andrew's Golf* and *Augusta Masters* looks to be a vast improvement. Gone are Seta's crazily-animated figures and tricky 'virtual golf club' and back come proper digitised swings and one of those multi-coloured arcs we're more used to from a thousand PC games of old.

Complex Japanese menus didn't really help our assessment of the game or even enable us to count the number of courses on offer. However, as the game is almost out (and certainly due for a review in the February issue of **N64**) we didn't get too hot under the collar about it. All will be removed next month.

The **N64** Eager Waitometer: 2/5

Showing up – Sneaking off

Games new to Japan but not to us	Surprising absentees
NFL QuarterBack Club '98	Conker's Quest
Extreme G	Mother 3
Clayfighter 63 1/3	Any of the other 64DD games
Wayne Gretzky '98	Body Harvest
San Francisco Rush	Any surprise announcements
Hexen	from Namco
Top Gear Rally	Anything from Capcom
Lamborghini 64	Hybrid Heaven
FIFA '98	Castlevania

developer: *Bandai* **release:** *December* **status:** *100% complete* **price:** *¥6800*

TAMAGOTCHI WORLD 64

Enormous still in Japan and very much a part of Nintendo's Nurturing, Collecting and Swapping game strategy, *Tamagotchi 64* was, unsurprisingly, completely incomprehensible. The graphics weren't astounding (from watching over people's shoulders) but we wouldn't be surprised to see this game, or its descendents, form a vital part of Nintendo's 64DD strategy.

The **N64** Eager Waitometer: 2/5

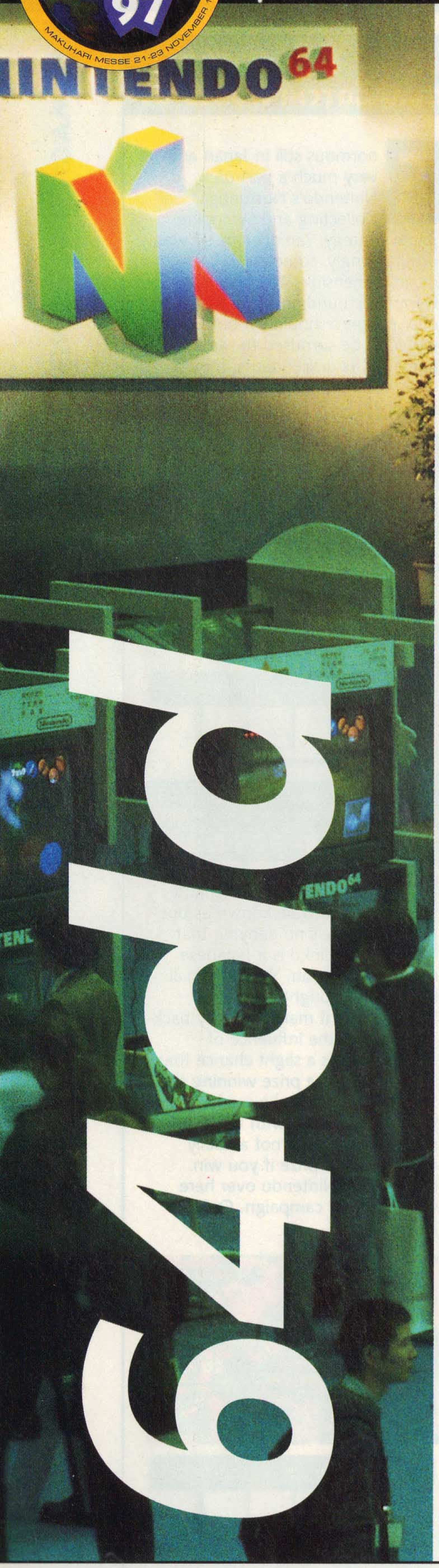
developer: *Seta* **release:** *April* **status:** *90% complete* **price:** *¥6980*

PACHINKO 365 DAYS

Bagatelle – that's what it used to be known as but there's no denying that Pachinko is a Japanese national obsession. You fire a ball-bearing up a brightly-coloured table and, as it makes it's way back down under the influence of gravity, there's a slight chance that it may fall into a prize winning slot. Seta's virtual Pachinko works along the same lines but with the reduced interest of not actually offering you a prize if you win. Released by Nintendo over here with a big TV campaign. Only joking.

The **N64** Eager Waitometer: 1/5

GO! GO!



Japan is holding its breath for it. Nintendo is banking on it. And here at N64 Magazine we can't wait to get our hands on it. At Space World, however, we could only peer longingly through a pane of glass at it.

It could've been ours. But James forgot to bring the glass-cutter.

The ne

64dd

The 64DD, which was only visible behind glass at Space World, appears to have mutated into something rather different to the straight disk drive add-on Nintendo originally revealed at last year's show. It's not the hardware that's changed so much as the type of software Nintendo are creating for it.

When Nintendo originally exhibited the 64DD at last year's show, it was simply meant to provide an alternative way of getting games into your N64. Carts are fast and reliable, but 64DD disks would handle bigger games and be cheaper to produce. And a demonstration of *Super Mario 64* running off a disk rather than a cart seemed to back this up, along with talk of add-on disks for cart games.

But the twelve months since then have caused Nintendo to do a lot of serious thinking. Their traditional audience in Japan has moved on from the cheery world of Mario and his pals. The PlayStation now dominates the market for 'conventional' games, and few people seem interested in even the greatest N64 titles like *Starfox 64* and *GoldenEye 007*. And yet, Nintendo are still making enormous profits in Japan. How come?

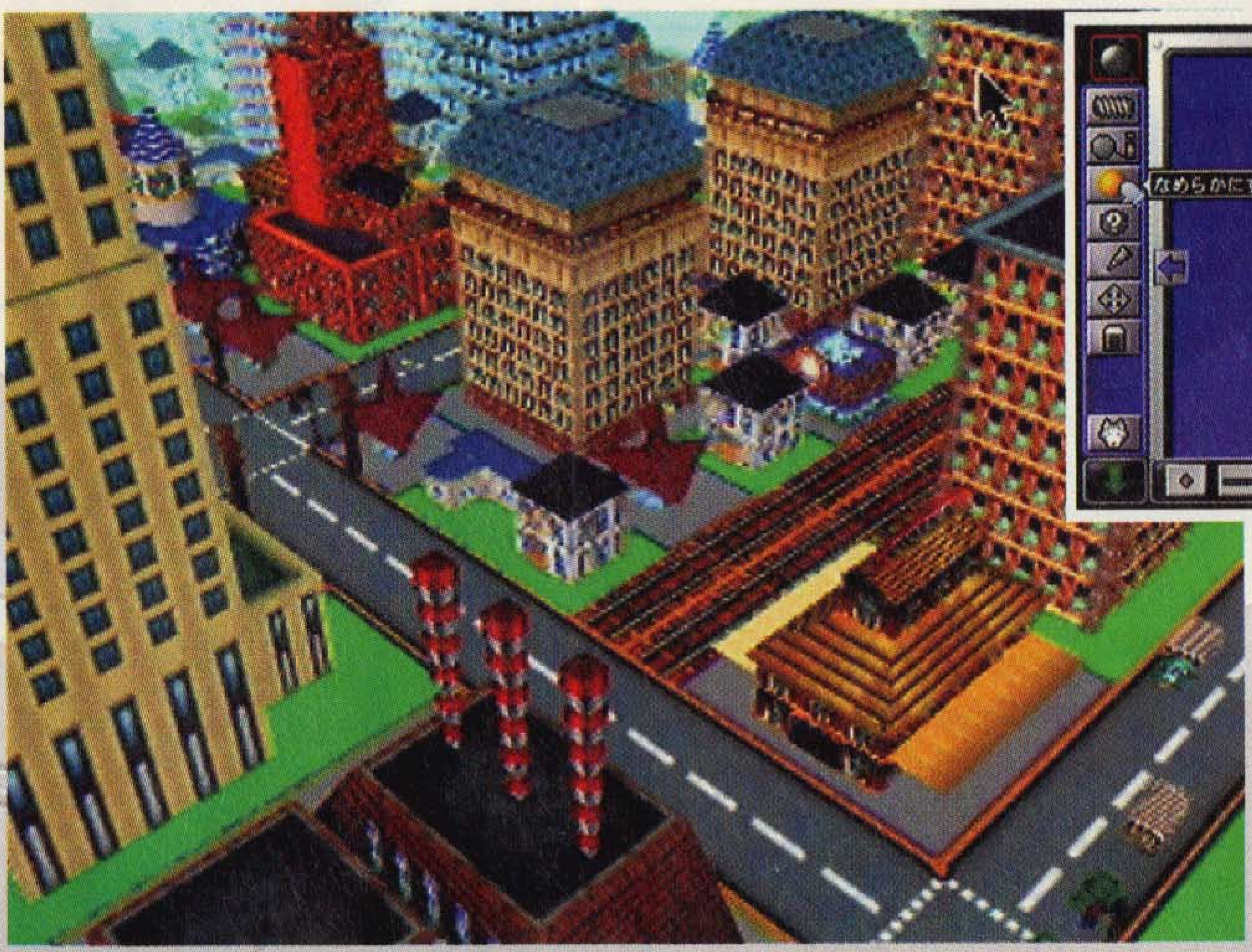
The answer is *Pocket Monsters*, a Game Boy game that has both kept interest in Nintendo's eight-year-old hand-held alive, and, along with Bandai's Tamagotchi, created a completely new market from scratch. Nintendo have cleverly seized upon *Pocket Monsters* and, through a marketing and merchandising blitz, have turned it into the most successful game in Japanese history, outstripping sales of even *Super Mario Bros. 3*.

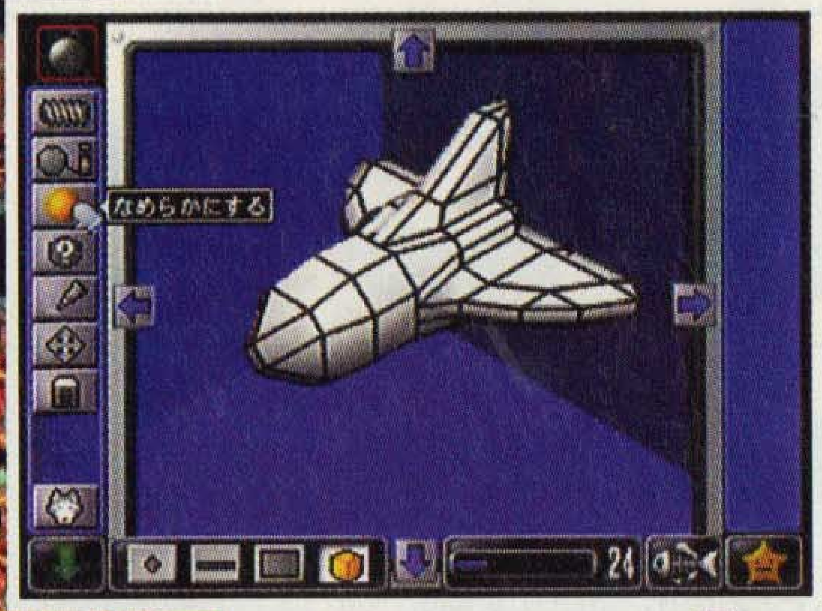
Pocket Monsters isn't a 'game' in the traditional sense, however. It's sort of a cross between a Tamagotchi 'virtual pet' and an RPG, allowing you to nurture a monster and then fight battles with him against your friend. And it appeals to a quite different audience to ordinary Nintendo games – a younger audience, of girls as much as boys. And it's this audience that Nintendo is now going to try to woo to the N64 using the 64DD.

Most obviously, *Pocket Monsters Stadium* is a blatant attempt to persuade *Pocket Monsters* players to buy N64s and 64DDs. It includes a special Controller

The hardware is certainly a giant leap forward for the Nintendo 64...

...but the software – so far at least – is, erm, a bit weird.





It might not look like much yet, but with some Picture Maker textures stuck onto it...

The N64's new mouse will be vital for the 'multi-media' ideas Nintendo are playing about with.

Design your very own tower blocks, and then live in them, sort of.

xt step

That could be your face being mapped onto a 3D bloke...

...if you were to make use of the new N64 Capture Cassette and a camcorder.

pack that allows players to download monsters from their Game Boy carts and fight battles using the N64's 3D graphics, and should be irresistible to anyone who's spent ages building up their monster but has only ever seen it in black-and-white. *Pocket Monsters Snap* and *Pikachu Genki Dechu* (a cart game) also take advantage of the Japanese tendency to completism.

And the only other 64DD software to be displayed at Space World was the Maker trilogy – *Talent Maker*, *Picture Maker* and *Polygon Maker*. While these disks have nothing to do with *Pocket Monsters*, they are trying to tap into exactly the same Japanese desire to be 'creative'. And with the special video digitiser cartridge Nintendo are producing to accompany them, they'll be able to do things that simply haven't been possible with a games console before.

Compatibility between different software packages also seems to be a 64DD goal for Nintendo. The Maker disks all allow you to use blank disks to swap data, loading pictures you've drawn in *Picture Maker* into *Talent Maker*, and objects from *Polygon Maker* into *Picture Maker*. And you'll be able to build cities in *Sim City 64* and then fly around them in *Sim Copter*.

Nintendo see themselves very much as the visionaries of the video games industry, initiating the next trend while others are still trying to catch up with the last. And they really do seem to believe that, in Japan at least, the future lies in 'creativity software' rather than just straight games.

You're not happy, are you? Go on – admit it. And, to be honest, we're not exactly enamoured by Nintendo's new ideas either. We want bigger and better games from the 64DD, not *Mario Paint* all over again.

But, luckily, it looks like Nintendo won't be deserting their gaming fans just yet. Miyamoto, the driving force behind Nintendo, has already announced that Nintendo are working on a special 64DD version of *F-Zero X* that uses disks to add extra tracks and allows you to design your own circuits (maybe using textures you've drawn in *Picture Maker*?). There are still plans for a 64DD version of *Zelda*, although it seems these aren't as advanced as was previously thought. And plenty of third-party developers have plans for the 64DD, taking advantage of its capacity and economy to design games they couldn't have done on cart.

And, of course, Nintendo remain committed to making brilliant new cartridge games, as they've proved by stunning everyone with *Zelda* at Space World and producing surprises like *1080° Snowboarding*.

So look at the 64DD software on these pages and think not of weird yellow creatures and bonkers karaoke software but of the power that lies behind them, and imagine what it'll make possible in the Nintendo games of the future.

WHAT IS THE 64DD?

The specifications of the 64DD were finalised some time ago, but the Space World show helped to set its capabilities in stone.

What does it do?

It's an add-on for the N64 that sits underneath the console and allows it to access high-capacity discs. These discs hold 64 Megabytes of data each (that's eight times the size of a Super Mario 64 cart).

What's on the disks?

Anything, really – a game, some extra levels for a game, some updated stats for a game, a track you've designed for F-Zero X, a picture you've drawn with Picture Maker... anything.

What's the advantage over CDs?

Although 64DD disks are smaller than CDs, half of each disk is writable, so games can save enormous amounts of data onto them. They're also about three times faster than CDs, so "Loading – please wait" messages ought to be infrequent.

What's this about a clock?

The 64DD unit has a real-time clock built into it, like the one in a PC. Nintendo have plans to take advantage of this in games, so you could, for example, find that time still passes in an RPG if you switch it off and come back to it later.

There was talk of a modem...

The 64DD modem appears, unfortunately, not to have materialised, so downloading N64 stuff over the Internet has gone out of the window. Maybe Nintendo will introduce an add-on at a later date, as it seems too good an opportunity to miss.

How much will it cost?

No price has been set for the 64DD yet, but Nintendo are likely to sell it as cheaply as they possibly can – for less than the N64 itself, probably.

When's it out?

The 64DD was going to be out in April in Japan, but it's now been pushed back to June. As for dates elsewhere in the world, well, we'd be surprised to see a European launch for the 64DD before 1999. Er, sorry.

GO! GO!

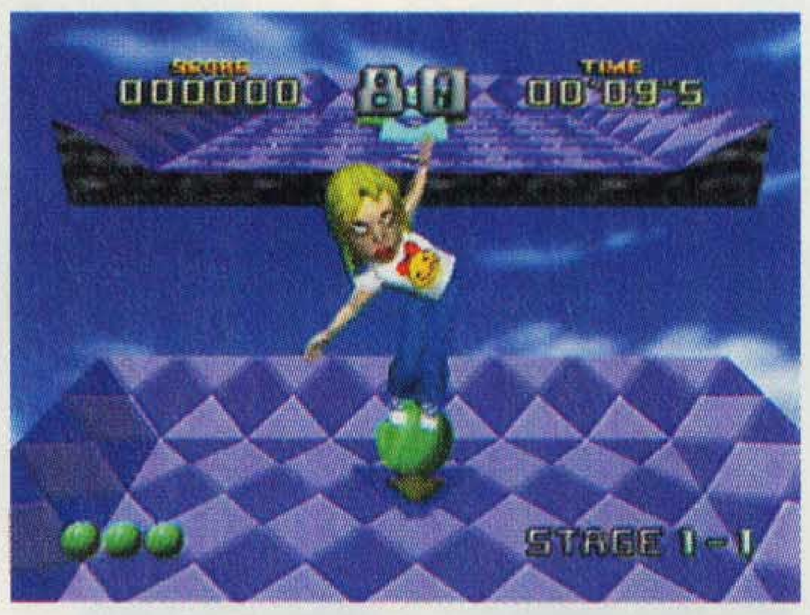
64DD softs

THE 'MAKER' SERIES

Remember *Mario Artist*? The Super Nintendo's drawing package was distinguished by spawning the SNES mouse, but was otherwise useless thanks to losing everything you'd done when you switched the machine off. Fortunately, the *Maker* series looks like being a lot more fun. For a start you'll be able to save everything you do onto blank 64DD disks. And you'll also be able to swap data between the three packages. The *Maker* disks are all due in Japan in July. It's questionable whether they'll ever make it to Europe.

Talent Maker

By far the weirdest thing to have come out of Nintendo for years, *Talent Maker* allows you to create your own 'talent' (a word the Japanese use to mean 'pop star'). This involves stretching arms and legs about, choosing a face and set of clothes, and then coming up with songs and dance routines for your talent to perform. You can also, we'll wager, somehow sing into it through a microphone for a karaoke effect. Erk.



The **N64** Eager Waitometer

Picture Maker

This is very much the N64 version of *Mario Paint*, an easy-to-use art package that enables you to create simple drawings and animations. The video footage shown at Space World had four brushes/pens drawing on the screen at once, so it looks like there'll be some sort of multi-'player' facility. *Picture Maker* will come into its own for creating images to use in other 64DD applications like *Polygon Maker* and *Sim City 64*.

The **N64** Eager Waitometer

POCKET MONSTERS

Pocket Monsters on the Game Boy is what's keeping Nintendo alive in Japan at the moment, so they'll be doing their darnedest to sell the 64DD to the huge *PM* fan base. With this in mind they're creating a suite of *Pocket Monsters* 64DD software. Given that *Pocket Monsters* hasn't yet made it to the West (Nintendo of America are currently mulling over the possibility of a US launch for the Game Boy game), don't hold your breath for a European release for either of these.

Pocket Monsters Stadium

The idea here is that, having carefully nurtured your *Pocket Monster* on your Game Boy, you download him into your 64DD by plugging your GB cart into the new 64GB Pack and then battle against other Monsters in glorious 3D. The graphics do indeed look smashing, with huge monsters and loads of special effects. But this is clearly only going to interest *PM* fans, and there aren't many of those outside Japan.

△ *The graphics are great, zooming right in on the super-detailed monsters.*

The **N64** Eager Waitometer

WE WANT GAMES!

It's not all *Pocket Monsters* and karaoke, thank goodness. Although proper 64DD games weren't much in evidence at Space World, there were a few green shoots. The following DD games are definitely in development...

◁ *Sim City's always been great, and this should be the best version yet!*

Sim City 64

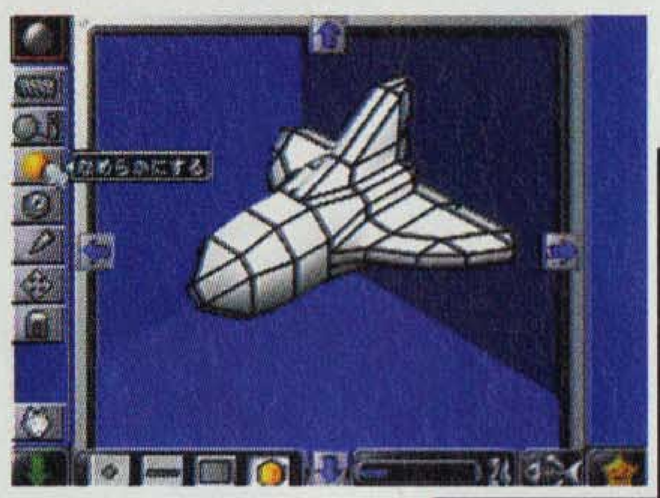
This looks great. You construct cities in time honoured fashion, but you can then view them in 3D – either in an isometric from-above view, from a true 3D perspective, or, best of all, zooming down to street level and seeing cars driving around and people walking past.

The **N64** Eager Waitometer

Polygon Maker

The N64 Eager Waitometer

This is for budding Jurassic-Park-dinosaur creators. While creating 3D objects is normally a laborious process even with the most powerful hardware, Nintendo appear to have come up with a simple way of constructing things by starting with a cube and then pulling points out from its surface to turn it into more complex shapes. The centrepiece of the whole Maker demonstration was an amazing animated T-rex constructed with *Polygon Maker*.



Could this be Airfix kits for the 21st century? The canopy won't get glue on.

Pocket Monsters Snap

Another weird-and-yet-at-the-same-time-brilliant idea, *Pocket Monsters Snap* casts you as a photographer, roaming the landscape in search of *Pocket Monsters* in order to photograph them. You then store your photos in an album (courtesy of the 64DD's writability) and... er... well, yes.

But, hey, it could be really good fun. We're looking forward to it.

"Say 'Cheese'!" Or, at least, don't attack us, eh?

The N64 Eager Waitometer

SIM COPTER 64

This was pretty dull on the PC, but the 64DD should have miles better graphics. You'll be able to fly around the cities you've constructed in *Sim City*.

F-ZERO DD

Alongside *F-Zero X*, Nintendo are working on an add-on disk that'll provide new courses and cars, and construct your own courses, which can be saved to disk.

CABBAGE

All right, not a game maybe, but more a highly sophisticated version of Tamagotchi. You'll create a character who will 'live' inside your 64DD, with the machine's built-in clock ensuring that your character's life goes on even when your N64's switched off. You'll be able to give your character things to play with (possibly bought on expansion disks). And Miyamoto suggests you might be able to download your character into a Game Boy cart and carry it about with you.

AND! The games Nintendo have shown and talked about so far are just a taster of the 64DD goodies they've got in store. They're known to be working on about 30 N64 games altogether, many of which will be disk-based. The biggy, of course, is the second N64 *Zelda* game, but it isn't definitely going to be on disk.

Portable Print Club

Although they're not strictly of relevance to N64 Magazine readers, we couldn't resist showing you these superb gadgets Nintendo have come up with for the Game Boy.

Smile! It's the POCKET CAMERA

Looking like some sort of scary cyclops, the Pocket Camera is a Game Boy cart with a simple video camera poking out of the top. And it displays a continuously updated picture of whatever it's pointed at on your Game Boy's screen. This could be yourself or, if you swivel the screen around, a chum.

Then, and here comes the clever bit, by pressing a button you can capture the image that's currently displayed. You can then scribble on it, draw borders around it, stick icons on it or write on it. And by capturing several pictures you can create animations. (The ones Nintendo had prepared for their Space World demonstration were exceedingly odd, needless to say.) You can exchange pictures with chums over the data link cable, too.

We can't wait to get our Pocket Cameras. We won't point them at Wil, though – in case they break.

It's only ¥5,500 (about £25), too. THE Games, Nintendo's UK distributor, reckon the Pocket Camera will make it to the UK soon. But we can't wait, and we're getting one each sent over from Japan when it comes out there in February.

Bzzzzzz! POCKET PRINTER

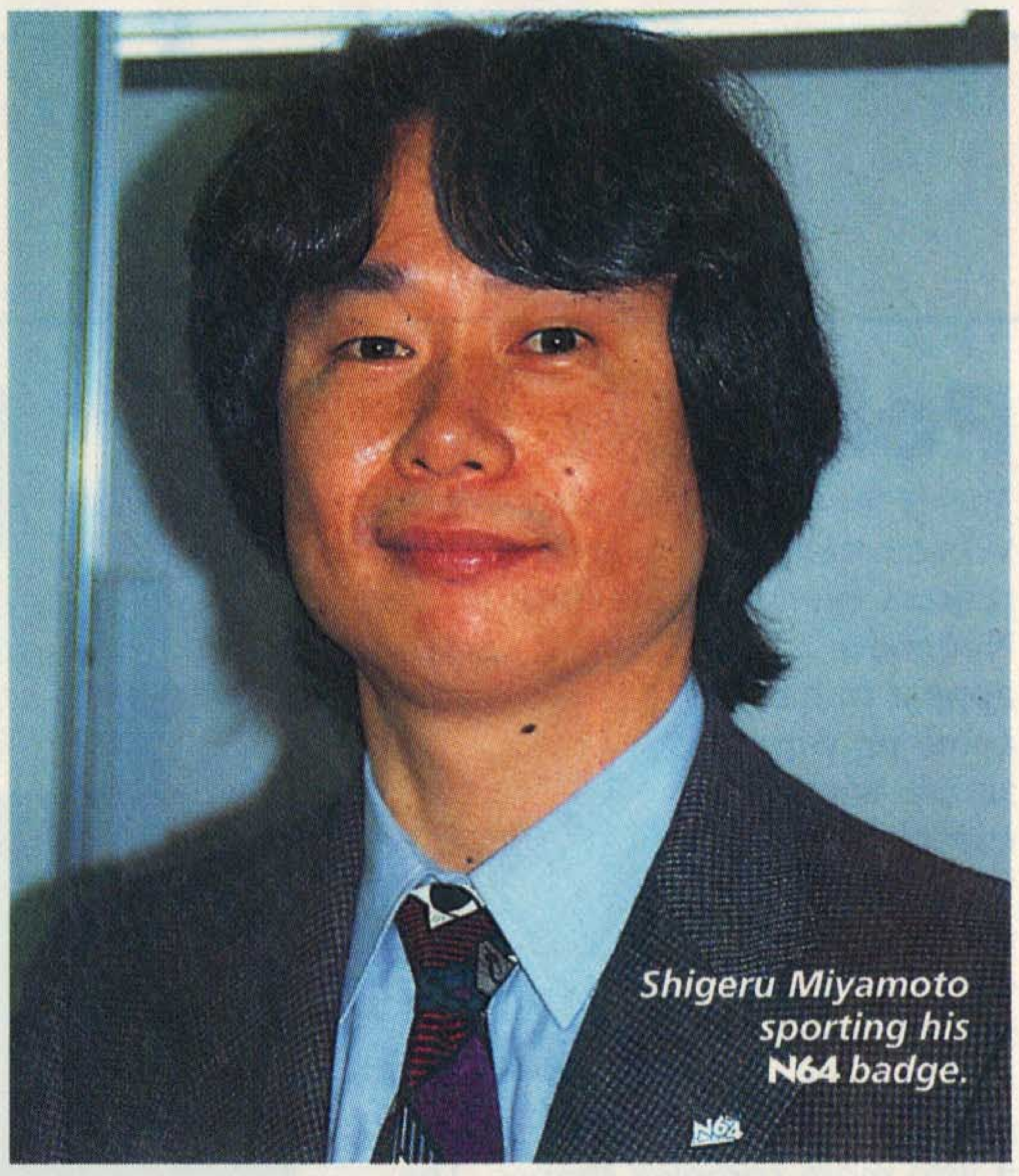
The ideal partner for the Pocket Camera is the Pocket Printer. This connects to your Game Boy through the Data Link socket and allows you to print out your Pocket Camera creations. It's only a simple thermal device, rather like a cash register's receipt printer, but if you combine the two you've effectively got a Game Boy version of the Print Club machines that are currently gripping Japan.

The Pocket Printer will set you back another ¥5,800 and it, too, is out in Japan in February.

Remember the ZX Printer? This works with your Game Boy, and doesn't use silver paper.

GO! GO!

There are two men at Nintendo who hope they can see the future. One looks after the money and one looks after Mario. It's vital for all of us that both of them get things right.



*Shigeru Miyamoto sporting his **N64** badge.*

Ahead of the game?

While Nintendo employ hundreds of highly talented people across the world, there are two men at the top who, more than anyone, are responsible for Nintendo's continued good health. Hiroshi Yamauchi is the businessman behind Nintendo's transformation from a small Kyoto playing cards manufacturer to the world's leading computer games giants. Shigeru Miyamoto is the games genius whose work on arcade and home machines, from *Donkey Kong* in 1981 to *Super Mario 64* in 1996, has constantly redefined the state of the art.

While Hiroshi and Shigeru have completely different personas, much is demanded of them at Nintendo's annual show. Yamauchi must deliver a speech outlining the current state of the company he leads and its future direction, and Miyamoto must show that he and his co-workers can keep the hits coming. **N64** Magazine was at Space World to hear the two men speak. This is what they had to say.

Hiroshi Yamauchi

Speaking on the first day of the show, to a hushed throng of shareholders, journalists and gamers, Yamauchi gave an idea of quite how far Nintendo were preparing to change in the next couple of years. The speech itself lasted about an hour-and-a-half, but its main thrust can be distilled down to a number of major points.

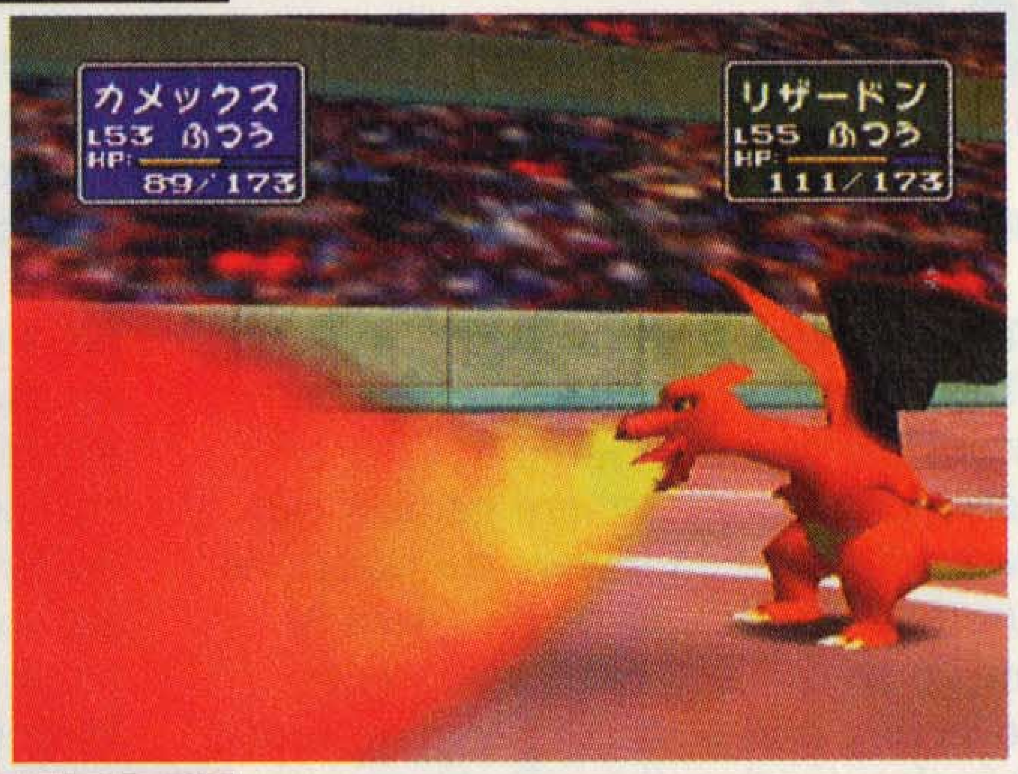
Yamauchi on: the state of the N64
The N64 has done well in America but after initially strong sales, stalled in Japan. The lack of software has been a problem but simply providing more is not the answer.

Yamauchi on: the games market
People are becoming tired with the same old titles. Very few games offer anything new and, importantly, very few games producers are making any money from them. We believe that if there were only a tenth of the current releases (on all formats) then the situation would improve considerably.

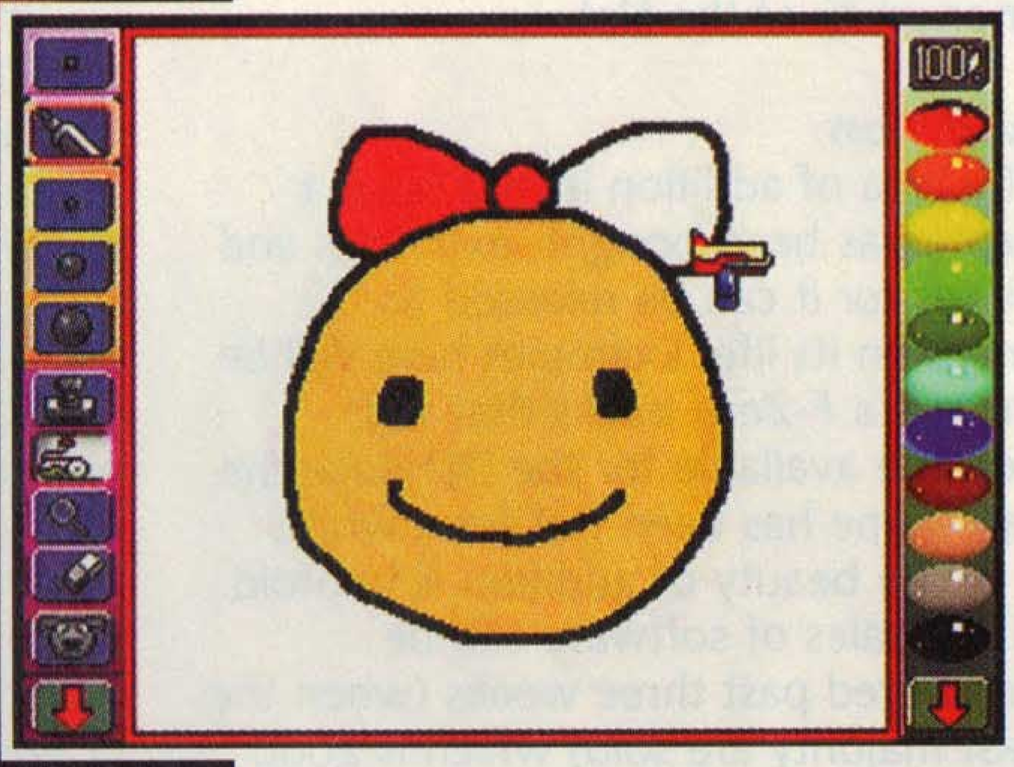
Yamauchi on: the way forward
The biggest game phenomenon in Japan is *Pocket Monsters*, which has outsold everything that we have ever produced. We have analysed this game and found that it contains four key ideas which we think will form the basis of the software industry's future. These are:

Nurturing
The first nurturing game was the Tamagotchi. Nurturing games require the gamer to nurse a virtual entity and care for its growth and development. The 64DD game *Cabbage* is an attempt to take this idea one step forward. It's a type of game that

△ Hiroshi Yamauchi went on for hours but the gist of it was 'buy Pocket Monsters'.

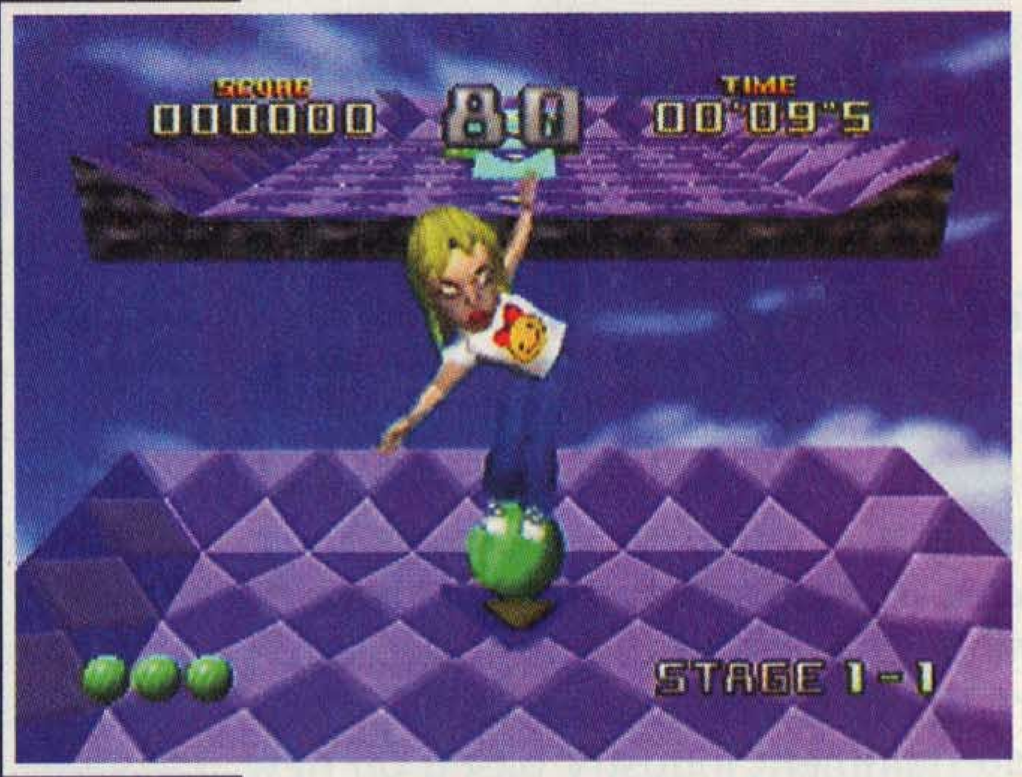


△ *What part will Pocket Monsters Stadium play in Nintendo's future?*



△ ***Can making pictures really be the future for Nintendo's fans across the World?***

△ ***Will we be able to make our own personal versions of games with our own graphics?***



△ ***And maybe see characters we've designed in the leading roles?***

Nintendo feels is impossible on other games machines other than the N64 and 64DD.

Trading and Collecting
This is a concept realised by *Pocket Monsters* and the Game Boy connection cable, where gamers can swap different Monsters amongst one another. The fun to be had here is similar to the age-old tradition of collecting and swapping trading cards. It is also another thing that present game systems cannot do. The beauty of the link up cable is that you can see the person you're trading or competing with rather than the anonymity of the Net.

Addition
The idea of addition is that once a game has been bought, extra bits and pieces for it can be released to lengthen its life. Examples here will be the extra *F-Zero* tracks that will become available for the DD once the cart game has been out for a while.

The beauty of addition is twofold. Firstly sales of software can be prolonged past three weeks (when the vast majority are sold) which is good for the manufacturer. Secondly, the gamer can get more pleasure out of a single title, rather than conquering it and becoming tired of it in a few weeks.

Yamauchi on: the 64DD launch
To make the system successful, we have to persuade the public that it has unique features to offer. This is why the launch has been delayed until June – until the launch software line-up is exactly right. People have complained about the lack of RPGs, but even RPGs have a limited life. We are trying to create games and software that will last a lot longer.

Yamauchi on: Pocket Monsters
Nintendo want everyone in the world to experience *Pocket Monsters*, but different countries have different traits, and alternative versions of the game are currently being worked on. The USA will be the first country outside Japan to get the chance to play.

Yamauchi on: the future
The games market is on the edge of a big decline in Japan. It is healthier elsewhere, but will soon face the same problem. If videogames cannot break away from the conventional ideas, it will be the end of the business. We are trying to create a new entertainment industry based on new types of game, the equipment to share these games and other secondary products related to the games. We see a future where everything is connected and where they can expand the horizon of the entertainment industry.

N64 Comment
As show speeches go this is a biggy. What Yamauchi seems to be saying is that we should stop looking for bulging release lists and the scattergun approach to games publishing, where maybe one game in ten is a hit. Nintendo want their new games – especially those on the DD – to be ones where gamers can become far more involved, can swap data with their friends and buy extra bits and pieces to keep their enthusiasm fired.

It's difficult to get excited about this if, like us, you've never been able to play – or even properly imagine – a game like *Pocket Monsters*. It's easier to see what Yamauchi's driving at, though, if you take some more familiar examples.

Say you bought your *F-Zero* cart on the second day of its release and played and played it until you'd beaten all its courses. That might take you a week. You concentrate on the multiplayer mode, but after a couple of weeks you tire of that as well. Imagine now that Miyamoto releases a DD disk with another 12 tracks along with a track editor to make your own. How many more weeks would that keep you going? What if you could import polygon shapes and textures from *Picture Maker* and *Polygon Maker* – or even your own face from *Talent Maker* – to decorate your new tracks. Not convinced? How about extra levels for *Zelda*, or maybe a dungeon editor allowing you to build your own levels and share them with your friends. Is that cool? We think so.

And who knows, maybe Europe and America will be taken by storm by *Pocket Monsters* and its happy band of associated titles. Nintendo are looking to the future – the real future, not just where the next decent driving game is coming from. We shall see what happens.

△ *'Lylat Wars? I'm glad I'm not responsible for that.* **N64***'s a great read, though, I get it every month.' (Rough translation)*

N64 Badge proudly on his lapel, Shigeru autographs a Space World ticket JUST FOR YOU! Well, if you win the competition below, that is.

Shigeru Miyamoto

Doing some of the speaking for him, *Zelda*, *Yoshi*, *F-Zero X* and *1080° Snowboarding* were some of Shigeru's current projects down on the show floor wowing the audience. However, like Yamauchi he concentrated his talk mainly on the 64DD and the future for games development.

Miyamoto on: the 64DD

I think it is clear now why we did not opt for the non-writable CD format for the DD. None of our plans would be possible on a non-recording format.

Miyamoto on: nurturing games

It's not just Tamagotchi-style games that can be considered as nurturing games. There are elements of RPGs that also have this element – where you care for and grow your character over a period of time. Also, the *Maker* Trilogy has a different kind of nurturing, where you're making data grow.

Miyamoto on: the exchange and collection

You know that Nintendo are going to be selling a 3D *Sim City* game for the 64DD and Maxis are going to sell a *Sim Copter* game. By using both pieces of software you'll be able to fly in the *Sim Copter* helicopter around cities created by you in *Sim City*. In the Maker series of games, work in one package can be transferred and used in another.

Miyamoto on: addition

The only concrete information I can give you about this is that *F-Zero X* has been programmed with the possibility of making an *F-Zero* disk to follow it. The disk will contain new courses and allow you to create your own and swap them with your friends.

Miyamoto on: the Game Boy adaptor

This new adaptor will allow games to be played both on Game Boy and on the N64. I know that you aren't familiar with *Pocket Monsters* so I will use another example. If you are playing a war simulation on the N64, you will be able to download your game onto a Game Boy cart and continue to play a limited part of the game while you're away from the N64 and your TV. You could solve a puzzle while you're on the train, for instance, then go back home and load your game back onto the N64.

Miyamoto on: Cabbage

Cabbage is going to be the lead character in a Tamagotchi-style game for the 64DD. Because the DD has a clock inside it, *Cabbage* will be able to be active when you're not actually playing the game. However, you'll be able to download data from the DD onto Game Boy carts and look after the character while you're outside using the Game Boy. You'll also be able to buy *Cabbage* toys – slides and swings for instance – to play with. This data you'll be able to download from real stores and swap and exchange with your friends.

Miyamoto on: new game players

The generation that grew up with computer games are becoming less and less interested in them. The thousands of children who have come to Space World have become interested but in a whole different type of game – not the type of game which we were very excited about a few years ago.

Miyamoto on: the games he wants to make

When I think about what a game means to the game player, I want my games to be loved by, let's say your father or mother and your friends in the neighbourhood and everybody.

WIN! SHIGS'S AUTOGRAPH

Lovely chap, Mr Miyamoto – all smiles and patience answering (probably) the same questions over and over again from press all around the world. He seemed very chuffed with the **N64** pin badge we gave him and put it straight on the lapel of his suit. (If you look at any picture taken of him on the first day, you'll probably be able to spot it).

Anyway, we didn't have much time alone with the great man, just long enough to give him the badge and for him to autograph a Space World ticket. If you'd like to win this sacred document – we're not keeping it for ourselves, we like you THAT much – jot down the answer to this simple (ish) question and send it to: **Touched by the Hand of God, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

Question: What is the name of Shigeru Miyamoto's first game for Nintendo?

HOW TO... infiltrate a Japanese games show

Based on our recent experiences at Space World '97, we here offer a comprehensive guide to the job of reporting (fairly) live from Tokyo.

by James Ashton

1 Getting there

A number of flight options are available to you. If you're sensible, you'll take the Virgin A340 Airbus Heathrow to Tokyo Narita direct – around £800 and a mere 12¹/₂ hours in the air.

If you're not so sensible (or you're buying your own fare), you might consider the Singapore Airlines Boeing 747 via Amsterdam and Singapore – cheaper at £580, but a hefty 18 hours' journey time.

If you're slightly deranged, jump aboard the 'fairly reliable' Aeroflot propeller-driven Cold War crate via Moscow, Murmansk and Vladivostok – £200 (or twenty cows and a pair of Levis), two days' journey time, with the acquaintance of a vodka-soaked potato salesman from St. Petersburg optional.

That's the view out of an A340 Airbus window. It's Siberia.

Flight tips

- Tripling your fare to well over £2000 will allow you to upgrade to First Class and enjoy up to six inches more leg room. The food will still, of course, present significant problems for your alimentary canal, but the stewardess won't *necessarily* stare at you as if you've just shot and eaten their mother when you ask for another packet of peanuts at snack time.
- Be prepared for the noise aeroplane vacuum loos make when they flush. DO NOT press the button and be so terrified at the resultant 'jet plane crashing' roar that you stumble semi-clothed backwards through the door into the arms of an understandably surprised Japanese businessman.

2 Arrival: surviving jet-lag

Japan is such an advanced nation they even get their days nine hours before we do. Hence, when you arrive after your long flight, you'll find the Japanese are already well into a day you were hoping to start with eight or so hours of sleep. After a 12-hour flight starting at noon on Monday, Westerners arriving at 10.00am on Tuesday have a special kind of dazed look in their eyes.

Luckily, it's at this stage that the Japanese sense of humour kicks in, and lots of complex and ruthlessly arbitrary questions at the immigration control desk – mother's favourite colour, length of hair at age five, father-in-law's star sign – lead to amusing misunderstandings and laughs for all.

Jetlag Tips

● However tired you feel, it's imperative that you establish proper sleep patterns quickly. This means staying awake on your first day until it's Japanese bed time, however many tens of hours it might be after your own. In your quest to stay awake, avoid Japanese TV at all costs – five channels consisting entirely of chat shows, cookery programs and medieval samurai soap operas, can induce instant slumber in even clinically hyperactive children after a tartrazine overdose.

Useful phrases for the jetlagged

I'm very tired. つかれた
Please don't make this difficult. むずかしく しない で
I haven't slept since 1995. さいご に ねたの わ 1995 です
I can't remember my inside leg measurement.
まつしと ぐ なん せんつ か おぼいて いませい
Please stop asking me these questions.
も この しつもん を しない で ください

3 Making yourself understood

You'll soon find that very few Japanese can manage or understand a single word of English. Rather than let this get them down, however, they console themself by finding anyone who can't speak their language bowel-threateningly funny. As a visitor to Japan you will soon be faced with a stark three-way decision: employ an interpreter, attempt some Japanese, or quickly perfect your charades skills.

Language tips

● If you do attempt some Japanese, don't be disheartened when you fail completely to make yourself understood. The only thing funnier (in Japan) than someone who can't speak Japanese, is someone who can't speak Japanese *very well*.

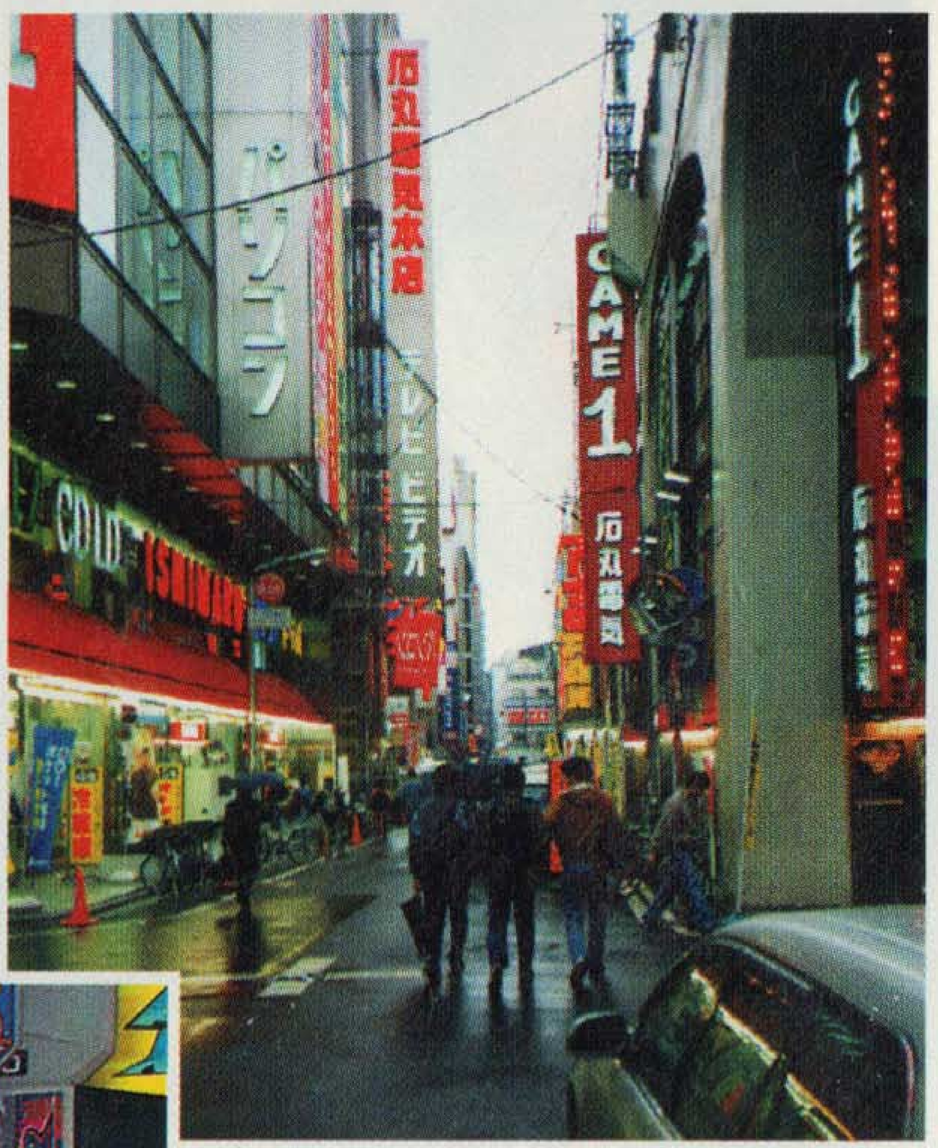
Plastic food is an enormous industry in Japan. It looks almost exactly like the real thing, providing you dust it from time to time.

4 Getting about

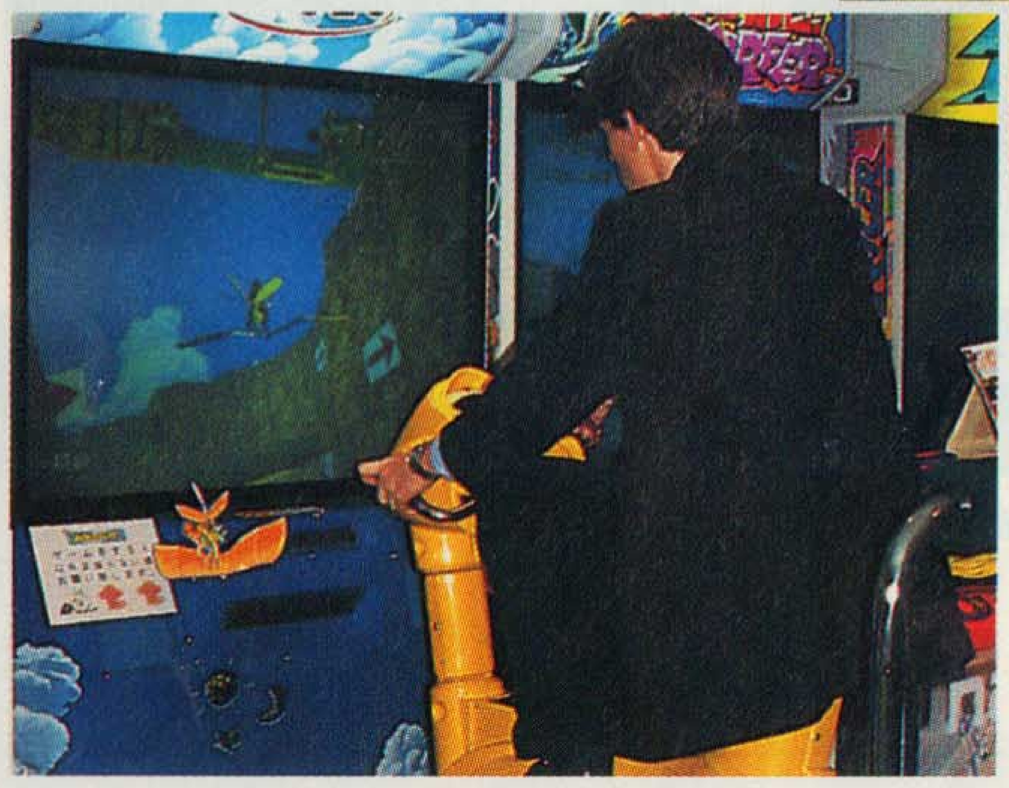
Anyone's who's ever watched Blue Peter will already know that Japan's Bullet train travels at the speed of sound (nearly) and doesn't spill Peter Duncan's coffee while it's doing it. However, for getting around Tokyo itself, you'll find the subway a less glamourous but infinitely more useful alternative.

Londoners in particular may be confused by Tokyo's subway network, though. The complete absence of diseased pigeons, diseased people, babbling psychopaths with suspiciously-shaped newspaper parcels and clothing stains, ankle-deep litter, fastidiously unhelpful staff and a sense of impending apocalypse will, understandably, make any regular user of London Transport uneasy. The fact that Tokyo's trains turn up on time and don't mysteriously stop for ten minutes in an unlit, unventilated tunnel threatening the lives of their weaker passengers, can also cause the British to travel the network in a bemused daze. Hold-ups occur at ticket machines which accept, with an electronic smile, the equivalent of £50 notes for a £1.50 fare. The groups of awestruck Londoners gathered at these machines, murmuring "It took a fifty, and gave me change in notes!" in open wonderment are a real queuing hazard.

The only real downside to the whole Japanese subway experience is the rush hour. You might think you've been on a packed train before, you might think you've seen a bit of pushing, you might even think you've seen gross acts of rudeness. Those, however, were all a walk in the park compared to what 6pm in Tokyo has to offer – we guarantee it.



Walking anywhere in Tokyo is not, generally, a good idea.



And trying to get around on a cycle-driven arcade machine will get you nowhere.

Useful phrases for the subway passenger

Sorry. すみません
That hurt actually. いたい！ ほんて に
Stop pushing, Grandad. おーじ おさないで
This is my stop. こっこ でおりる
If you don't get out of my way, you're coming off with me.
お どけな と わたし といっしょ に かろびます よ

Useful subway tips

● Most stations have their name written in English script. Except the one you want. Keep your wits about you.

● If you can't work out how much your journey's going to cost, buy the minimum ¥150 ticket and use the 'Excess Fare' machine at your destination to make up the difference. Ingenious!

5 Advice for the hungry

On display in the windows of nearly all Japanese restaurants are highly-realistic plastic mock-ups of all the dishes on the menu. If you speak no Japanese, a quick trip outside with the waiter and some accurate pointing will secure you lunch.

Useful food tips

- Japanese food is fantastic. But then, considering that there's virtually non-stop cooking on TV, there's no excuse for it not to be. Even their beer is superb. You'll probably put on weight within minutes.

Useful phrases for the hungry

That one please. それ　お　くだし
It is cooked isn't it? すれ　ゑあ　ひや　とうってる　いますか？
Oh right. But is it dead? ああ　そ　めでど　のとりぷろ　です　か？　すばらし
No, that's fine. But do it humanely, eh? いぎりす　から　おん　ロクスタ　せしょ

6 Getting into your show

◁ *Once you're in, it's every man for himself. "I think I was first, thankyou."*

Japanese hell would probably be a big public event with no carefully arranged system of queuing. Computer game shows are extraordinarily popular, and if you don't want to spend a life-draining aeon in a queue that would make the service in a Russian bakery look speedy, it's best to try to pre-register a press ticket in advance.

Oh, and if you're afraid of incurring animosity when you march to the front, press pass in hand and go straight into the show, don't worry at all – "another mad foreigner missing out on all this lovely queuing" tends to be the typical Japanese reaction to such a move.

Tips for quick entry

- While the show organisers will be unfailingly polite, if you haven't got good credentials, they might think it better for you to experience that lengthy queue after all. Take plenty of identification with you just to be completely sure.
- Wear your embarrassingly large press armband at all times – unless you need to take covert photographs of secret exhibits.

7 Show etiquette

You'll be unsurprised by now to find that Japanese computer game shows are as well organised as the rest of the country. Instead of the mad set-dressing and gimmickery associated with American and UK shows, in Japan it's the games – and a good queuing system – that get priority.

Each game will have a set number of monitors and, usually, a helper for each available play space. The length of time you get on each game is carefully monitored and it's distinctly 'bad form' not to move off immediately when prompted. This isn't a problem when you're playing a Seta game, for instance, but it's a distinct pain if you should happen to be engrossed in one of Nintendo's finest. If you want to play some more, you've no choice but to join the back of the queue and start again.

Show tips

- Being as civilised a country as it is, it is considered impolite in Japan to show anything less than polite enthusiasm for a show game. Dropping the joypad after a minute and walking off exclaiming "What a steaming great dumper!" will not do anything for Anglo-Nippon relations. Unless it's Seta. They're probably used to it.
- The majority of game 'helpers' are attractive young Japanese ladies, often dressed in game-themed (and ever-so-slightly risqué) costumes, with a varying knowledge of the games they're actually demo-ing. Getting deliberately stuck in a game and asking these beautiful young things to help you out can liven up the dullest of mah jong sims.

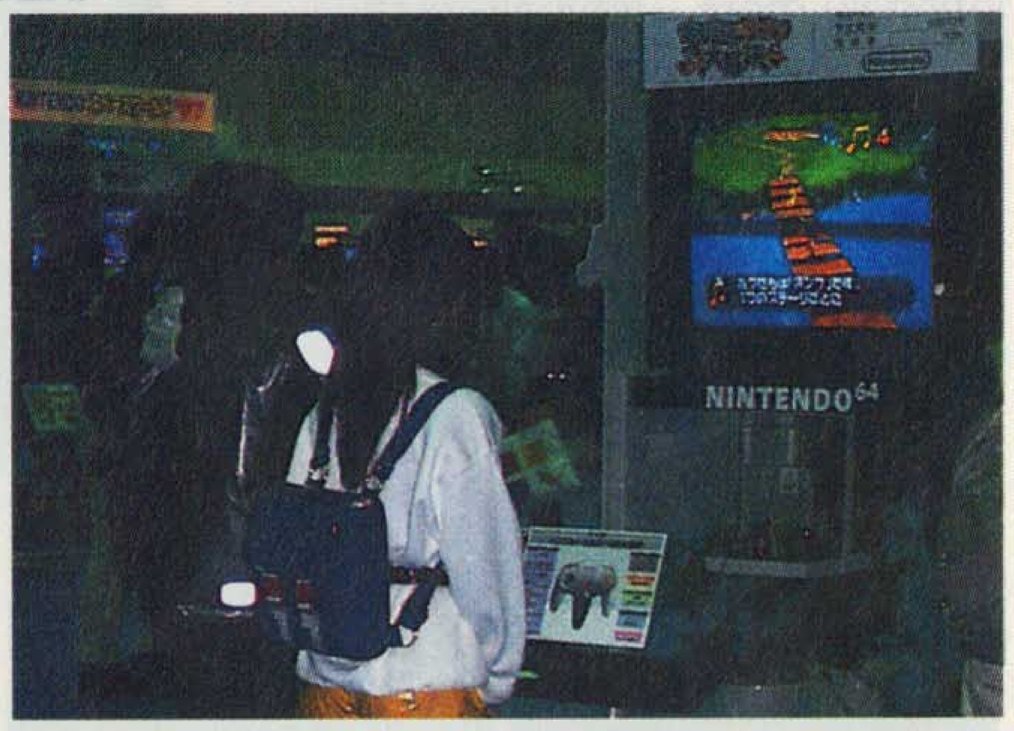
△ *"No, you idiot. It's this button for the comedy nose. Cretin."*

◁ *This young lady was demonstrating Wild Choppers. (Insert your own gag here.)*

◁ *Very helpful, she was. Showed us all the controls.*

That's the back of Max's head. Oh, and Zelda's menu screen. ▽

Yellow plastic shorts and blue back packs are all the rage. ▽



Useful phrases at the show

I'm a British rock star, you know. いぎりす　から　おん　ロクスタ　せしょ
I know Shampoo personally. シアムプ　わ　ともだち　でしょ
What time do you finish here? のんじ　に　おわります　か
I'll see you later, then. じゃ　また　ね

8 Getting the interview

◁ *Seta's company president and managing director confer.*

The press culture in Japan is completely different to the one we enjoy here in the West. Criticism is never expressed openly and it's rare for interviewers to ask probing or difficult questions. For this reason, it's very tricky for Western journalists to arrange interviews – the Japanese are wary of our bullying, impolite ways.

If you're persistence at the press office in question does yield an interview, choose your questions carefully and – even if it's with the office cleaner at Seta – don't be too pushy.

Interview tips

● Try to organise your own interpreter. Interpreters working for the company you're interviewing only add another level of subterfuge and obfuscation (thanks, Jes) to any answers you may get.

● Ask your questions in a positive way. "How are you looking to improve the artificial intelligence?" is preferable to "Are you actually going to put any artificial intelligence in this time?"

● If the developer you're interviewing has a game on display on the show floor, try to play it before the interview. Don't say "Eh?" when they refer to it and follow up with "Is that your new one, then?"

● Conclude your interview with polite thank yous and the assurance that it's been a really useful experience for you. Don't sigh audibly at the answer to your final question, throw your dictaphone in your bag and walk out calling "Cheers, then" over your shoulder as you go.

9 A visit to Akihabara

Before you leave Tokyo, pay a visit to Electronic Town, or Akihabara as it's known to the locals. The best games shops are here, along with any electronic item you care to mention, smaller and cheaper than anywhere else in the world. The chances are you'll probably also see gadgets for doing things you didn't realise you needed gadgets for doing.

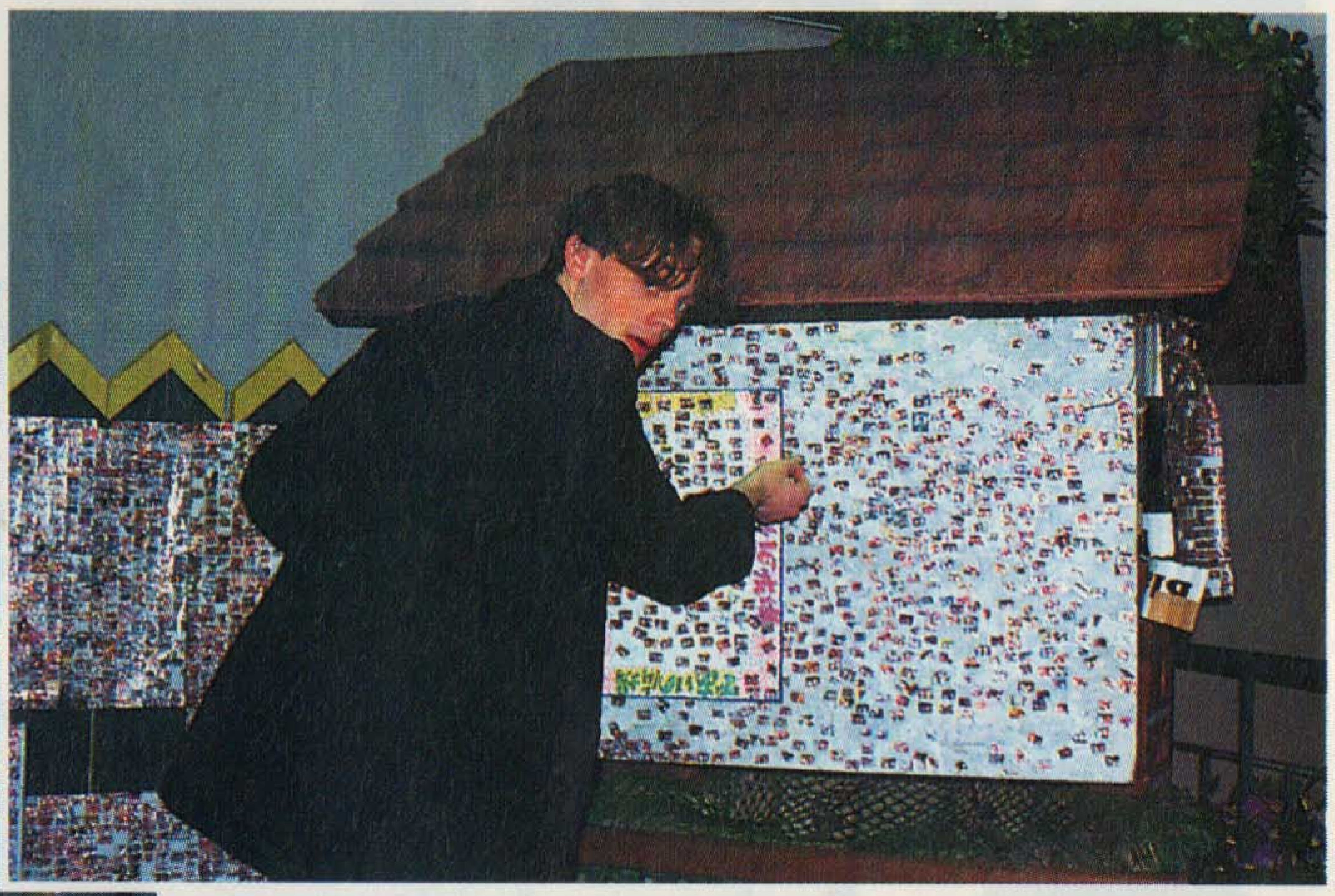
Coming back from Tokyo with anything less than a completely new stereo system and a seriously flexed credit card is an opportunity missed.

Batteries not included

● Despite being smaller than a toothpaste carton (and a thousand times sexier than Aquafresh), that tiny £20 mobile phone won't work at home. So put it down.

● Many shops have a 'Tax Free' department where you can buy goods designed to work to UK standards (240 Volts, PAL TV etc).

◁ *Miniature electric Pikachus. We bought a gross.*



△ *And then, finally, I indulged in a bit of Print Club action. Japan's great. Could I become a permanent foreign correspondent? Please, JD? Please?*

◁ *A brand new purple (and a bit see-through) Game Boy. £30 to you, squire.*

Useful phrases for the technologically backward

No thanks. りえ　けっく　です
It's more hygienic by hand. .いせいてき　でじゅ
And there's less risk of a fatal electronic shock.
それかだ　こんぐでんぐし　わ　しません　かな

10 Coming home

Weary but fulfilled, it's now time to return to sunny Blighty and relay your experiences to your eager readership. Make a promise to yourself that you'll start your report on the plane, but, once settled into your seat, opt for the free bar, non-stop diet of movies and old BBC sitcoms playing on the in-flight entertainment system, and, when all that's exhausted, the little pack of toothbrushes, headphones and stripy nylon socks.

Arrive back in Heathrow 12 hours later, and yet two hours after you first set off, and immediately start re-acclimatising. Rejoice at the surliness of passport control, persuade the gentle customs men that, for some reason, you shouldn't have to pay the wallet-crippling duty on your new stereo, pay the duty on your new stereo, savour the inedibility of your Terminal 3 burger and chuckle at the amateurish late-running of the Rail Link to Reading due, cryptically, to 'Staff Shortages at Crewe.'

Aaahh. It'll be good to be home. Probably.

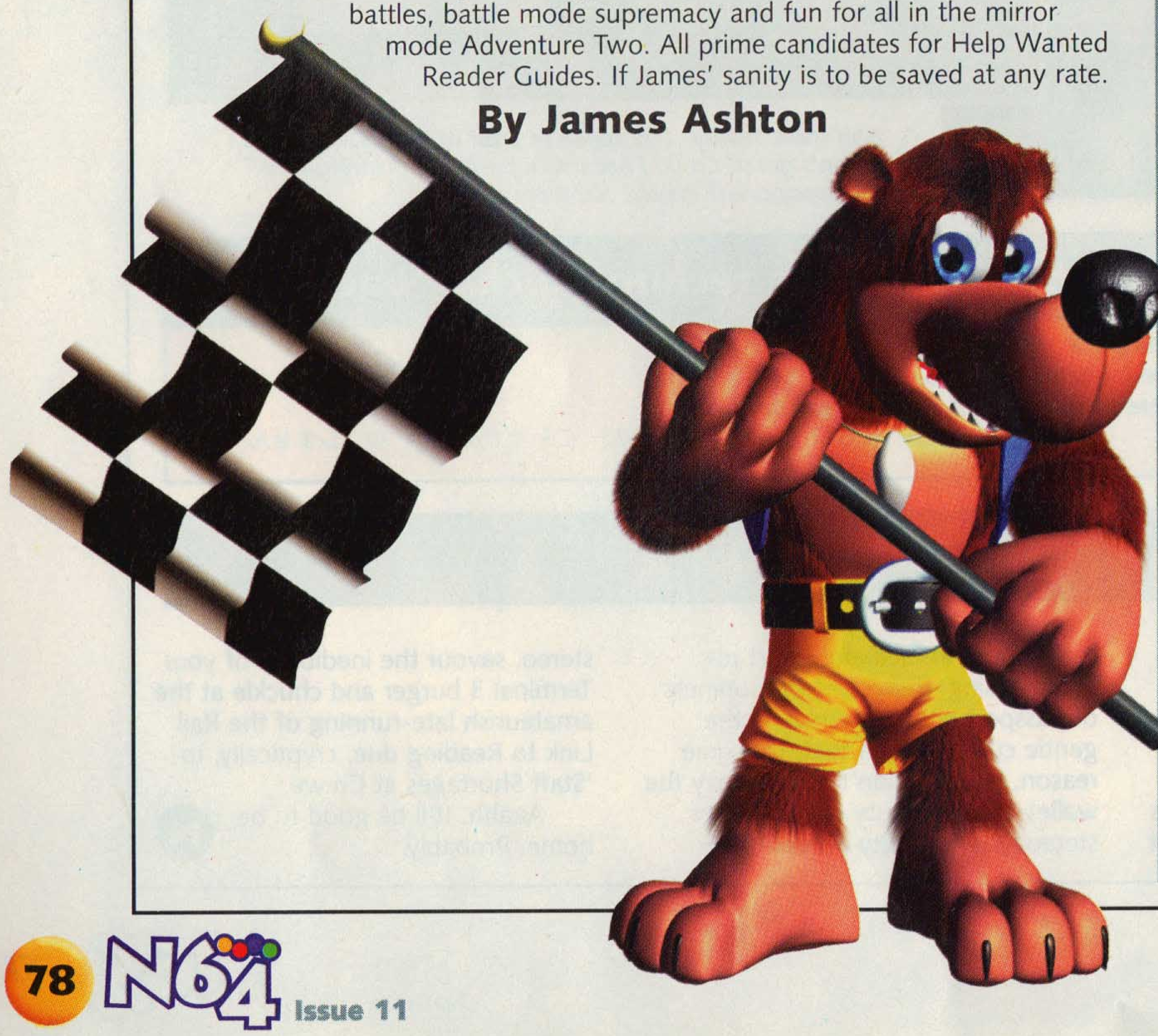
HOW TO... become a Diddy Kong master

Diddy Kong's difficulty might be all over the shop but there are lots of little wrinkles and tips essential for success in the later stages. A good driving technique for all three vehicles is important, those Zippers aren't as straightforward as they appear and it's not that clear how to finally finish the game.

The next eight pages will tell you everything you'll need to know to finish *Diddy Kong* and earn the two extra characters. It'll guide you, mother-like, through the multiple tasks and confusing extras and lead you to the final confrontation with Wizpig, smiling the contented smile of a gamer who's really got the most from this new cart.

Beyond this guide lie Time Trial competitions, multiplayer battles, battle mode supremacy and fun for all in the mirror mode Adventure Two. All prime candidates for Help Wanted Reader Guides. If James' sanity is to be saved at any rate.

By James Ashton



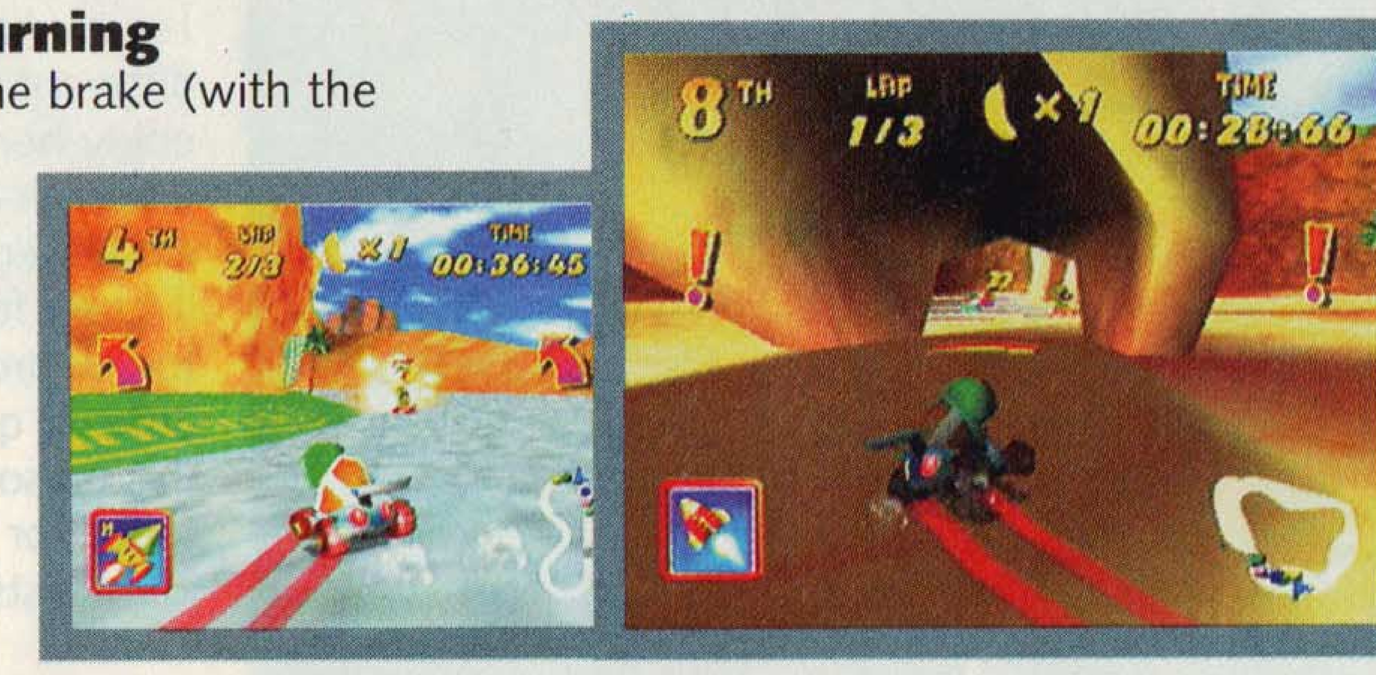
HOW TO... MASTER THE

Kart cornering

Two techniques to master with the kart.

Brake turning

Touching the brake (with the accelerator held) will allow you to turn more sharply.



Shoulder brake turning

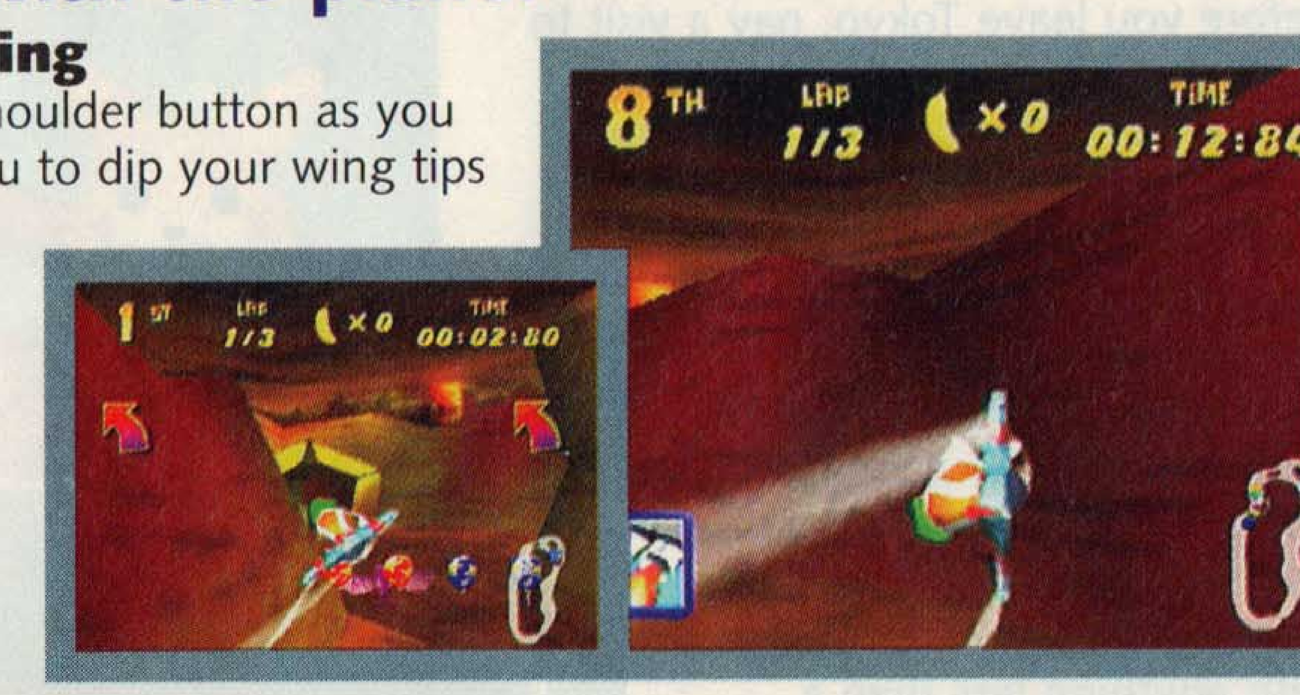
For extreme turning potential (and corresponding speed loss), hold the shoulder button and accelerator and dab with the brake button as you turn. You can turn practically on the spot using this technique.

Plane cornering

There are also two important techniques to master with the plane.

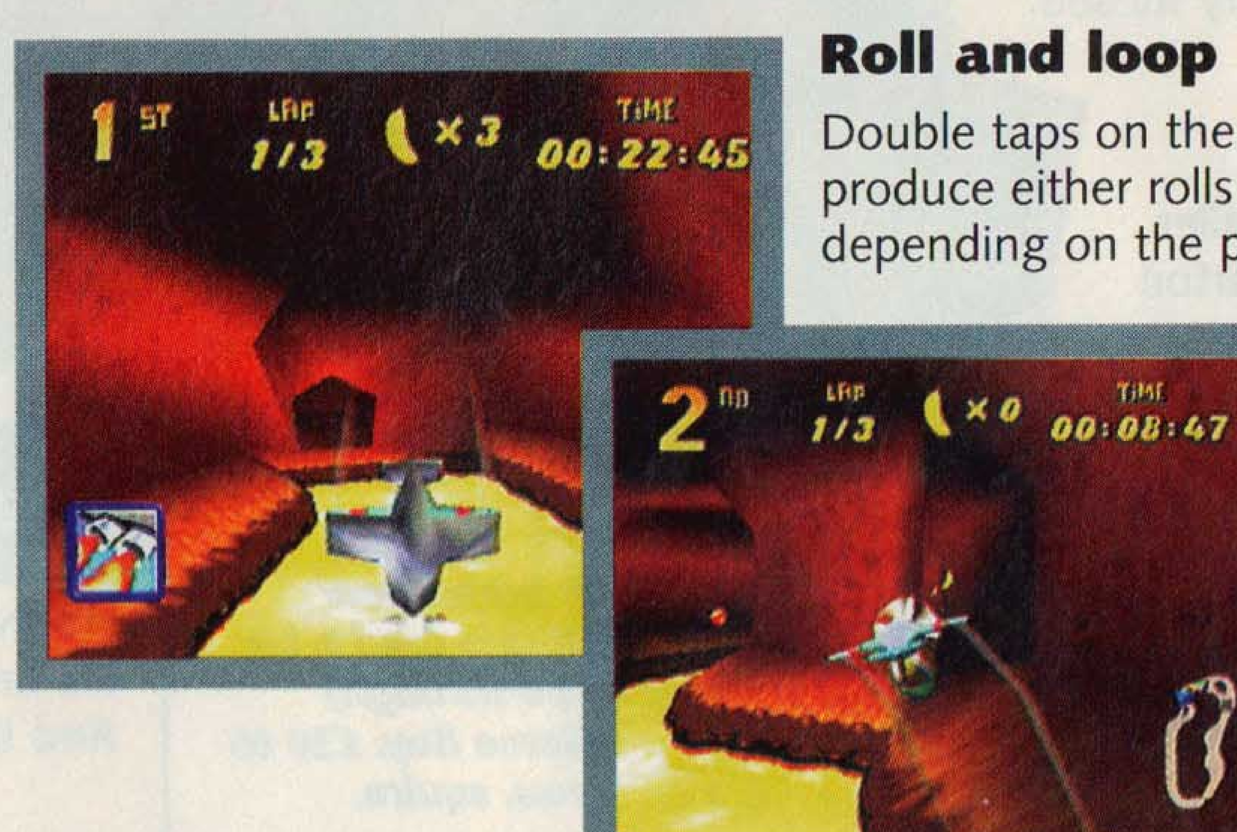
Dip cornering

Holding the shoulder button as you turn allows you to dip your wing tips and bank your plane. All but the most gentle corners should be taken this way.



Shoulder brake cornering

Essentially the same as for the kart. Use only for the sharpest of corners.



Roll and loop

Double taps on the shoulder button produce either rolls or loops, depending on the position of the Analogue. Holding the shoulder button on the second tap increases the depth of the loop. **N64** Magazine has found no use for this move.

Hover cornering

This is more hit and miss.

Bounce cornering

Turning too sharply with the Analogue will stop your hovercraft dead. To stop this use only slight leans on the Analogue combined with rapid presses of the shoulder 'bounce' button.

IMPORTANT DIDDY KONG TECHNIQUES

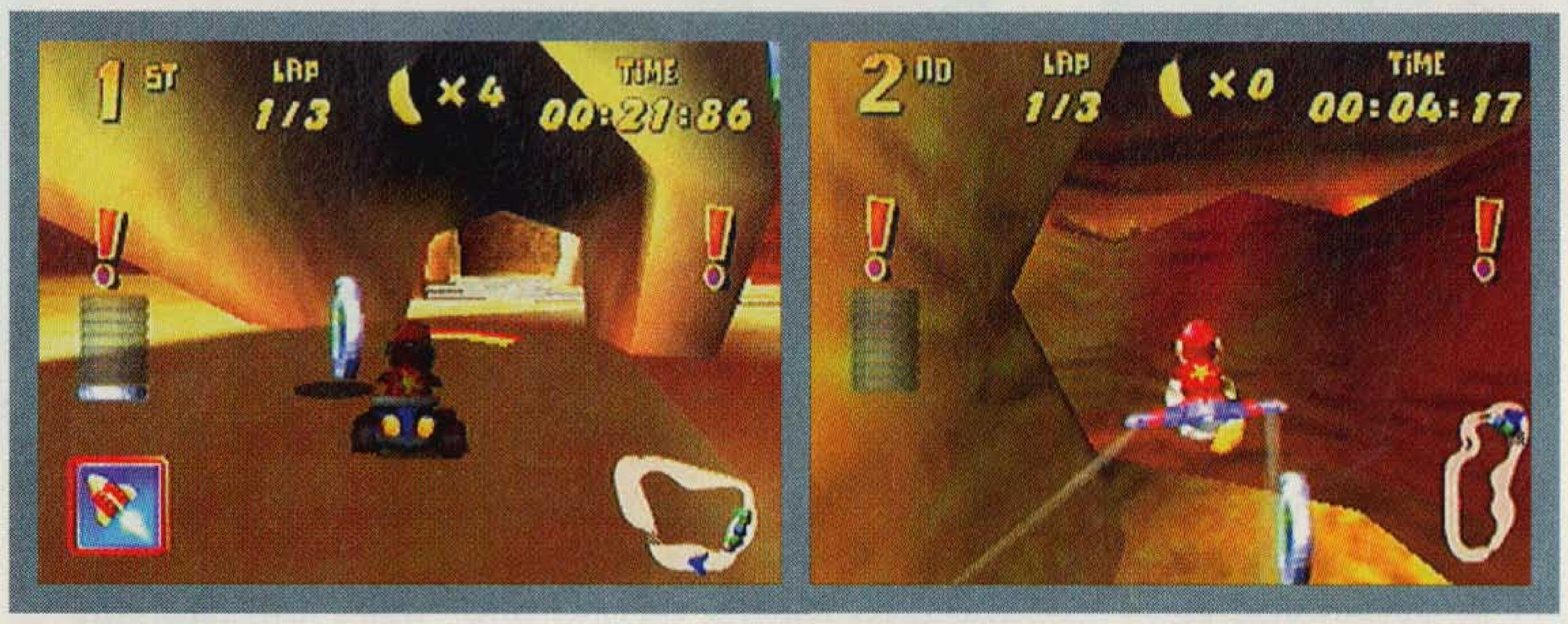
Bananas

The more you have, the faster you'll go. It becomes more important as you progress in Adventure Mode to pick up bananas as you race – soon it's the only way you can stay up with the leaders. In Time Trial you'll have to complete a banana regime to achieve the best lap times.

Coin Challenges

Coin Challenges take place after you've beaten a World boss for the first time. The idea is to collect eight silver coins from around the track and finish the race first. The harder the tracks, the more difficult the placing of the coins. There are some general tips to follow, though:

- Race the Coin Challenge a couple of times, getting to know where the coins all are. Some are well hidden.
- The best tactic is to have collected as many coins on the first lap as possible, and to have them all by the end of lap 2. However…
- If you fall significantly behind in a Coin Race, it's almost impossible to catch up. You must always try to keep a position in the top three. This means…
- You'll have to develop a banana strategy as well as a coin strategy. Some bananas are taken by the opposition racers and some aren't. Try to beat your furry friends to the bananas they want on lap one and take the rest on laps two and three.
- Windmill Planes, Greenwood Village and later Spaceport Alpha will cause swearing. Best to have those with delicate ears out of the way for these races.

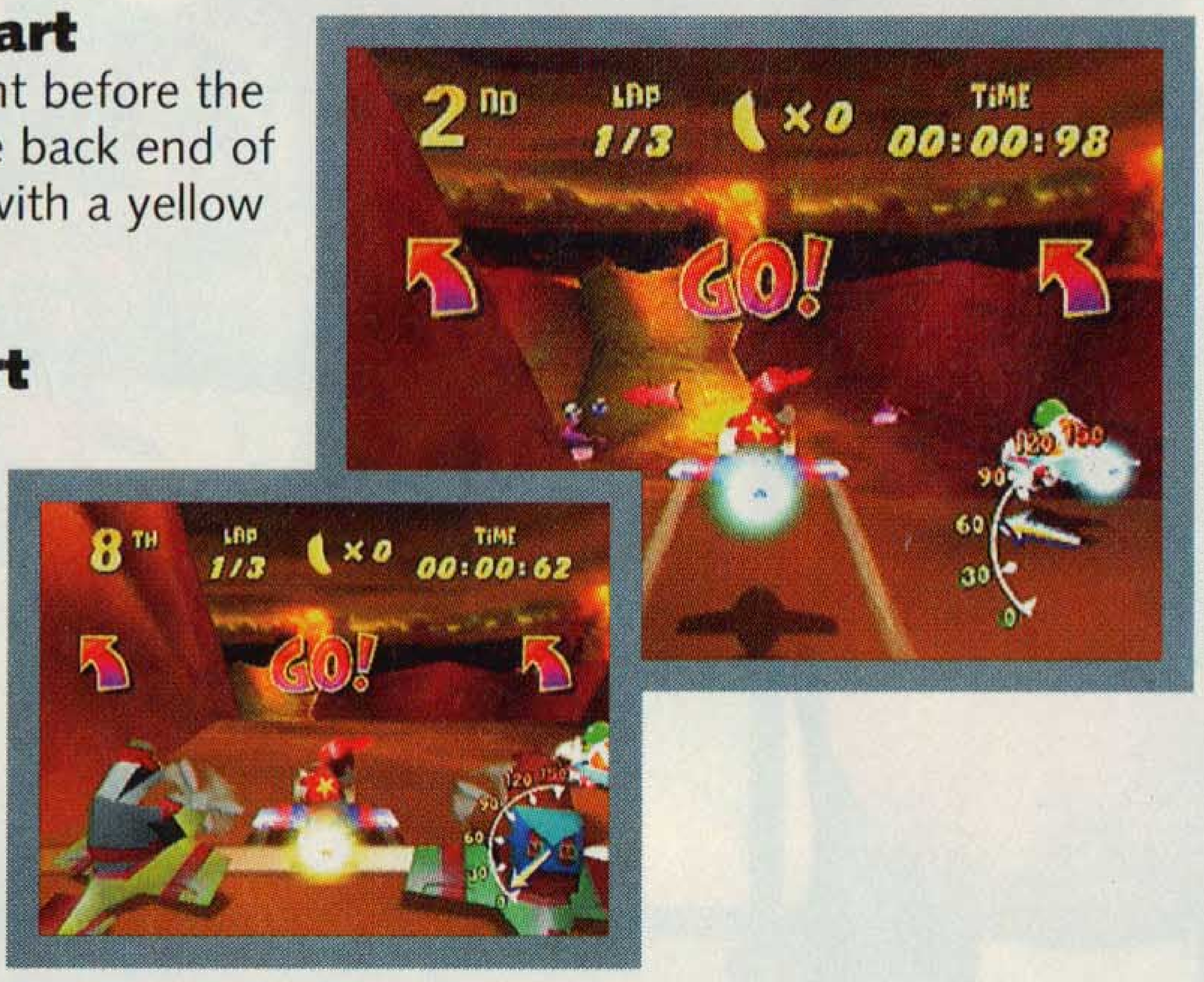


Speed starts

Speed starts also come in two varieties.

Normal Speed Start
Hit accelerate a moment before the starter shouts 'Go'. The back end of your kart will light up with a yellow flame.

Super Speed Start
Time your accelerator, press for a split second before the 'Go' and you'll get a more powerful boost, lighting up the back of your kart blue. Getting these starts is essential for good Time Trial times.

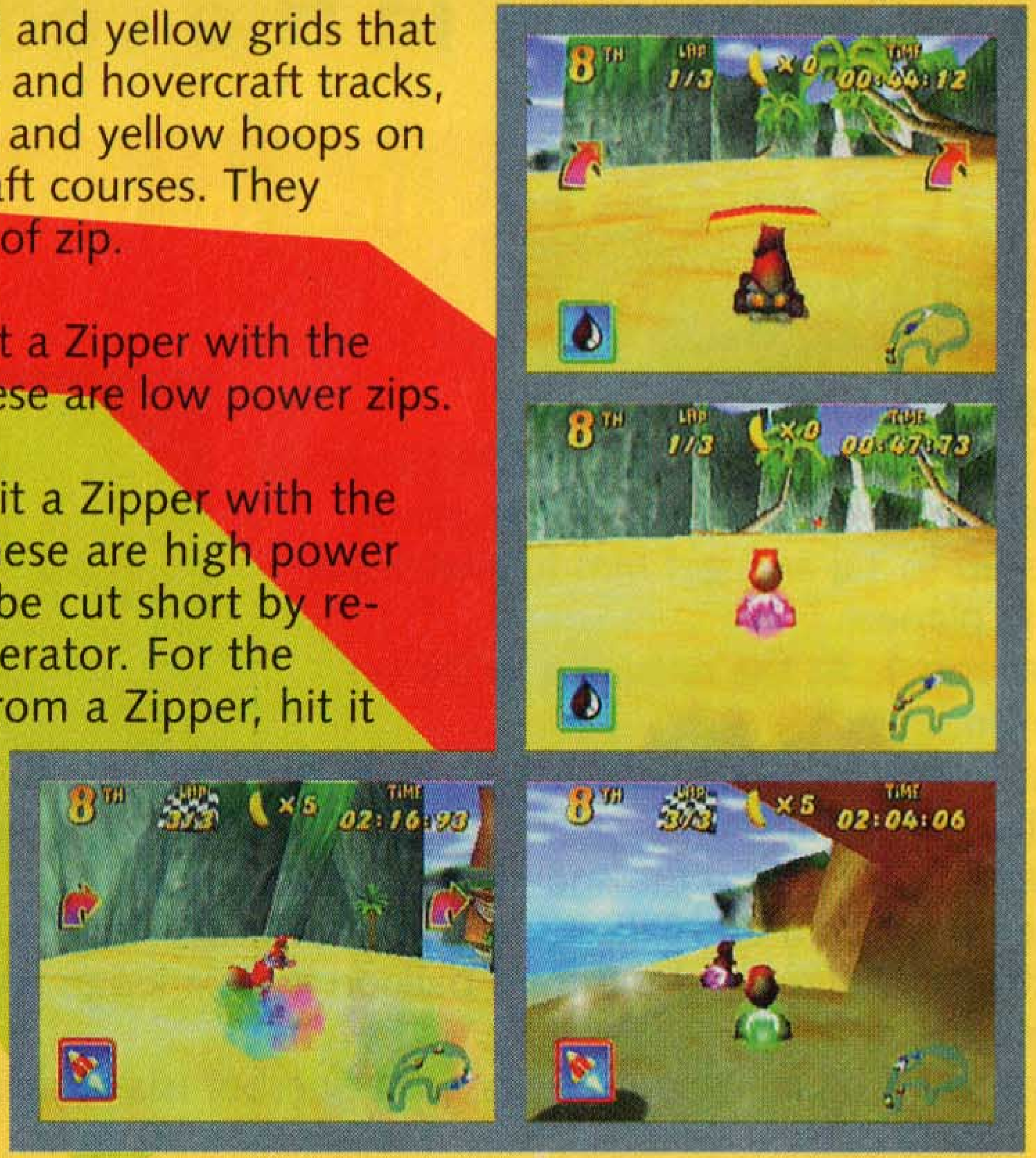


Zippers

Zippers are the red and yellow grids that appear on the kart and hovercraft tracks, along with the red and yellow hoops on the plane/hovercraft courses. They provide two types of zip.

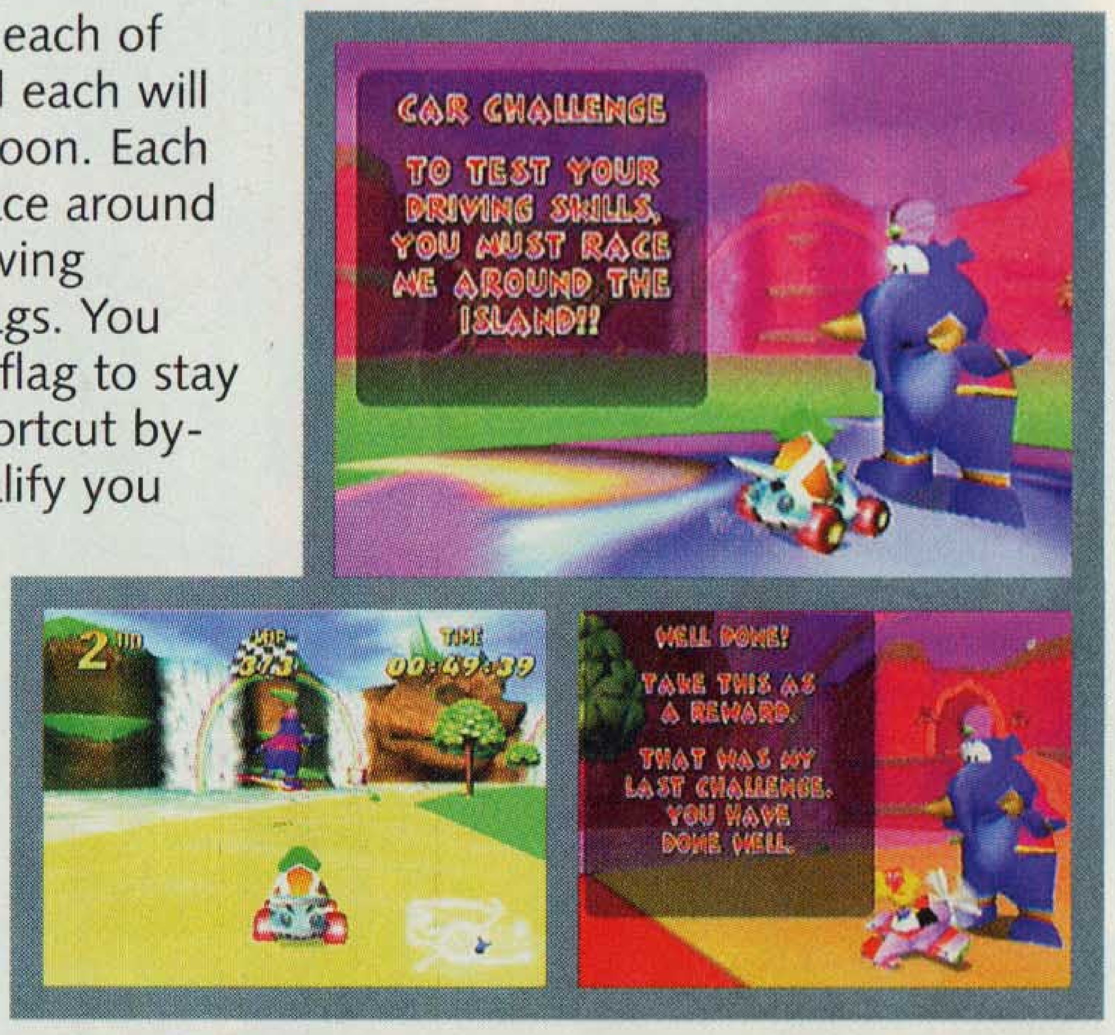
Purple Zips
occur when you hit a Zipper with the accelerator on. These are low power zips.

Green Zips
occur when you hit a Zipper with the accelerator off. These are high power zips but they can be cut short by re-applying the accelerator. For the maximum boost from a Zipper, hit it with the accelerator off and keep it off until the multi-coloured smoke appears from the back of your kart.



Taj Challenges

Taj has a challenge for each of your three vehicles and each will earn you a Golden Balloon. Each challenge is a simple race around Adventure Island following floating Nintendo N flags. You don't have to hit each flag to stay in the race, but any shortcut by-passing two will disqualify you from the race. If you follow the **N64** game guide overleaf, you'll race the challenges as quickly as possible, getting you the extra balloons and giving you extra flexibility in the game.



POWER UPS

In general it is not worth powering up Diddy Kong's power-ups – apart, maybe, from missile to homing missile. Speed-ups (blue), missiles (red) and magnets (rainbow) are the power-ups to go for with oil slicks (green) really only useful for sabotaging Zippers once you've used them.

HOW TO... COLLECT 39 GOLD BALLOONS

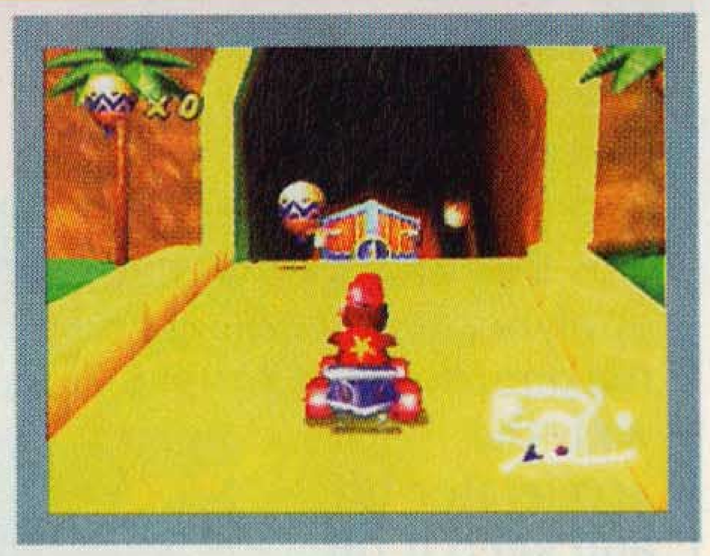
Your first objective in *Diddy Kong Racing* is to collect 39 Gold balloons from Adventure Island. Once you've achieved this, the giant stone Wizpig in Adventure Island will open up and you'll be able to fly inside. Meeting and beating Wizpig will earn you the game's end sequence, the credits and a code to use in the codes screen.

TARGETS

- Gold balloon target: 39
- Balloons for winning races: 16
- Balloons for winning Coin Challenges: 16
- Balloons loose on Adventure Island: 4
- Balloons won in Taj challenges: 3
- Other objectives: none

Objective 1: Collect the balloons on Adventure Island

Tips

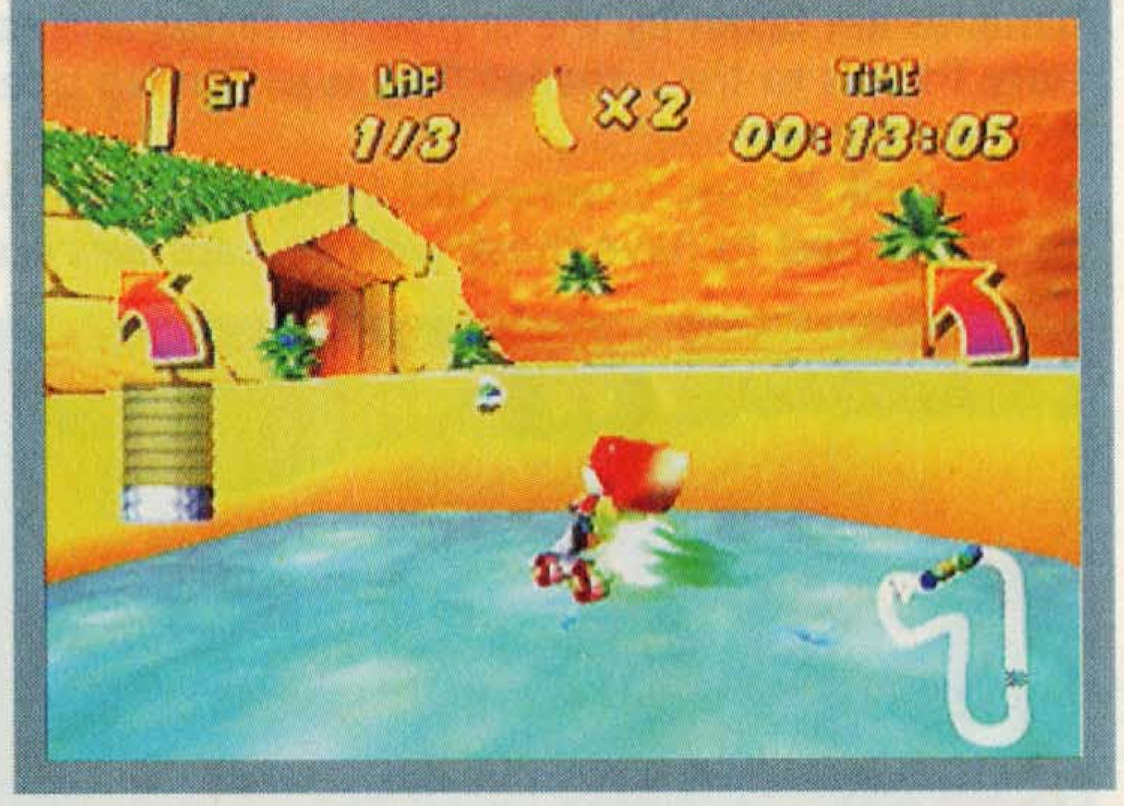


The best vehicle to collect these balloons is the plane. From the start of the game, drive up to Taj and get him to switch you to the plane.

- Balloon 1: At the entrance to Dino Domain.
- Balloon 2: Floating on a ledge between the two waterfalls.
- Balloon 3: Fly into the snowy section of Adventure Island and take the exit out over the little waterfall. Fly along the short river section and the third balloon is on a ledge on your right, just before the end.
- Balloon 4: Floating out to sea, past Sherbet Island and to the left.

Objective 2: Beat Dino Domain

Entrance: Up the ramp from the centre of Adventure Island



- Collecting all the Adventure World balloons will allow you to complete Dino World without leaving for another race world.
- Do not lift off the accelerator when using speed-ups against the boss – they'll take you over the mountain side.
- After beating the boss, exit Dino World and take Taj's first challenge. It's a simple race around the island and it'll earn you a Gold balloon.
- The Coin Challenges are fairly simple, with difficult coins only in Fossil Canyon (hit the two Zippers to jump across the lake for two coins) and Hot Top Mountain (the eighth is hidden around the corner at the start.
- When you've beaten the boss for the second time, exit Dino Domain and take Taj's second challenge – the hovercraft. You should now have 14 balloons.

Objective 3: Beat Snowflake Mountain

Entrance: By plane fly over the ledge and straight through to the big door

- You have enough coins to complete Snowflake Mountain without leaving.
- The hardest race to win is Snowball Valley – take the right branch first and pick up nine bananas. Go left on the first lap in the Snowball Valley to pick up a speed-up and three bananas, and right on the second lap to do the same. You must hit all Zippers.

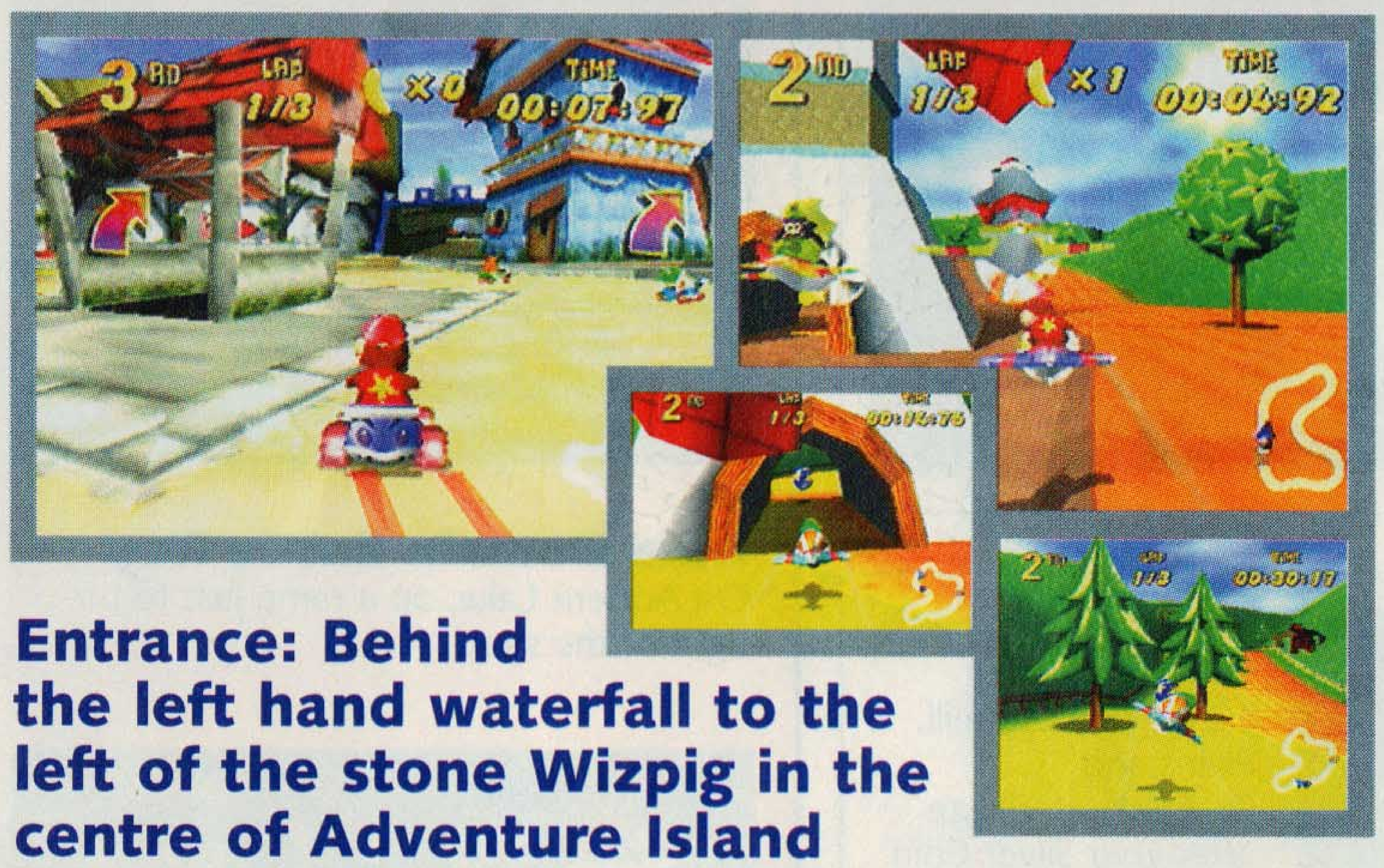
- The Walrus boss is the easiest of all. Take the speed-up about half the way down. You can lead from that point to the finish.
- The toughest Coin Challenges are Everfrost Peak and Snowball Valley. Picking up enough bananas to maintain a constant lead is vital.
- When you've beaten the boss for the second time, exit Snowflake Mountain and take Taj's final challenge. Once you've won it you should have 23 balloons.

Objective 4: Beat Sherbet Island

Entrance: Via the door on the small island off the beach near the lighthouse

- The two hovercraft courses are easy enough to win if you follow the hovercraft driving tips. Use the whale to take a shortcut over the pirate ship in Whale Bay.
- The hovercraft Silver Coin Challenges are easy enough – take half the coins on the first lap and the final four on the second.
- Crescent Island has some hidden coins. The first is over the hatchway on the pirate ship. The second is in the little short cut on the final bend.
- The left hand route at the start of Crescent Island is by far the fastest. Use that on laps one and three and on the second collect the Silver Coin on the other route.
- Beating the Octopus is difficult. Getting a maximum power start should put you ahead but it's a hard position to hold. Instead stay behind and pick up two missile balloons. Fire the guided missile on the final straight of lap one, scoot past and hold that position for two laps.

Objective 5: Beat Dragon Forest



Entrance: Behind the left hand waterfall to the left of the stone Wizpig in the centre of Adventure Island

- Winning the four races shouldn't be too difficult. Practicing on Greenwood Village and Windmill Plains will reap dividends when it comes to the Silver Coin Challenges.
- Use the speed-ups in the three clearings to get ahead of the Dragon boss. If you're ahead at the end of lap one, steady flying will win you the race.
- Windmill Plains is one of the hardest Coin Challenges. The key to winning is to never let another racer get in the lead as you'll never be able to catch up. This is perhaps the only race where it is better to leave coins until the last lap.
- Greenwood Village is another difficult Coin Challenge. A good banana count and hitting all the Zippers is essential. The final coin is hidden in the little detour to the left, after the second tunnel.
- The final boss race is a case of flying low and making use of the speed-ups in the clearings. By the time you finish Dragon Forest you should have 39 balloons.

Objective 6: Beat Wizpig

Entrance: Through the large Wizpig mouth in the centre of Adventure Island

- The key to winning the Wizpig race is to memorise the location of the Zippers – you need to hit every single one in succession.
- To really stand a chance, you should try for a green zip from each Zipper and make it last as long as possible. In practice, near the end when there are a close succession of Zippers, you'll have to use the accelerator to shorten your zips.

GO! GO!

HOW TO... GET TO SPACE

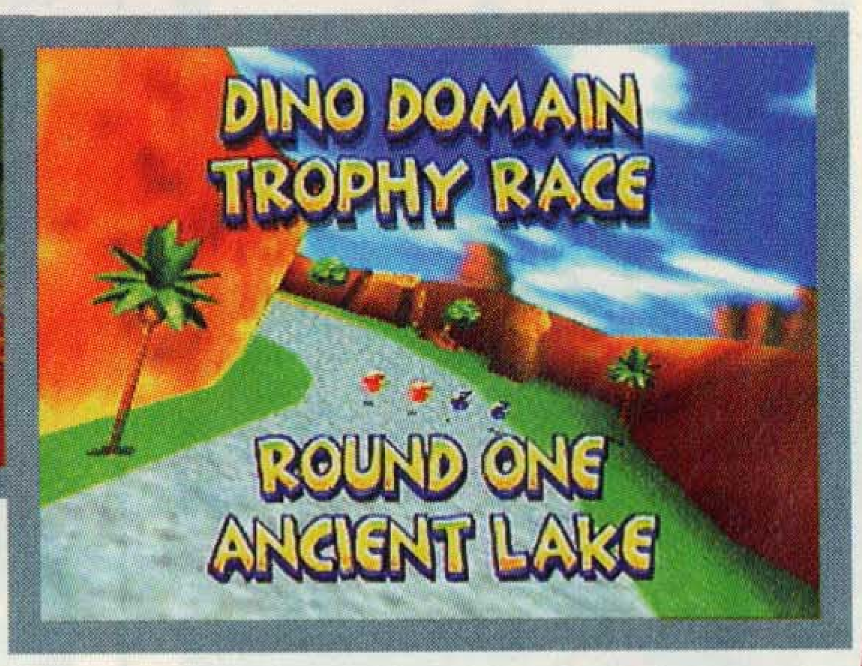
The end sequence we saw after completing the game the first time suggested that Wizpig had not finally learned his lesson. Space is a long way to go for a chimp in a kart and it might not be immediately apparent how to follow Wizpig and finish him off for good.

Objective 1: Win four trophy challenges

Space Flight Objectives

When you beat the World bosses for the second time, they suggest that you try their Trophy Races. These are *Mario Kart*-style Grand Prixs where each of the Worlds' four tracks are raced one after another and points awarded for your race position. The racer with the most points over the four tracks wins.

You can enter a World's Trophy Race by approaching the empty trophy case, in one of the antirooms, in each of the Worlds' lobbies.

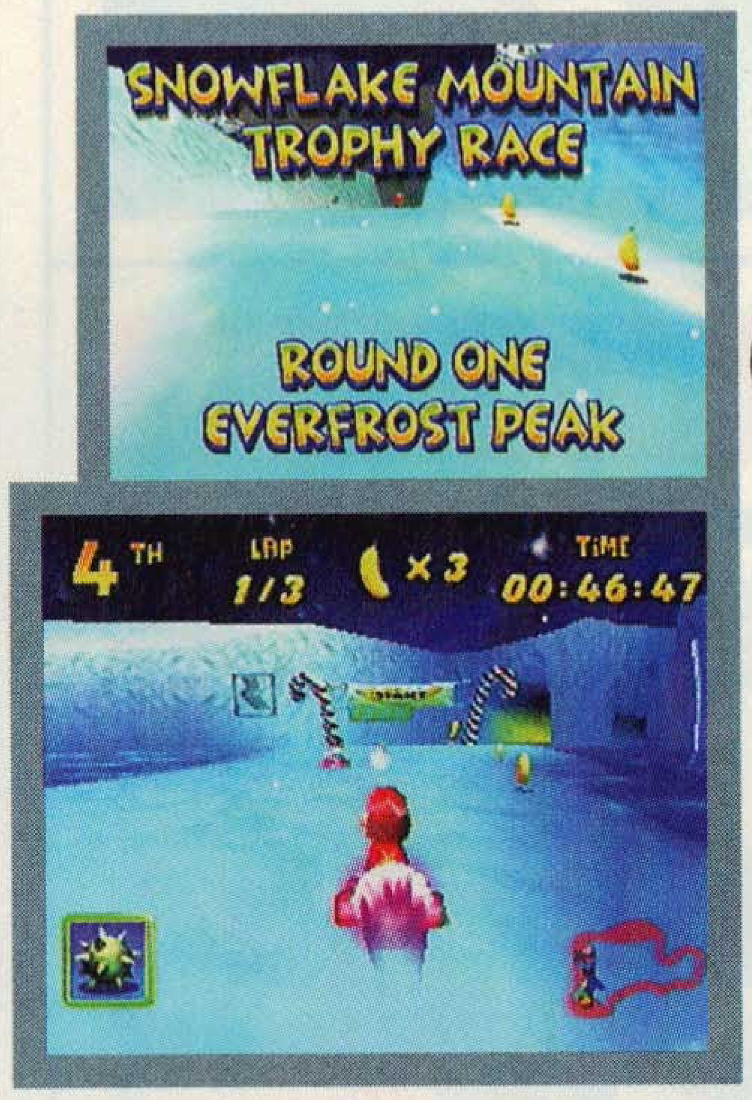


Dino Domain Trophy Race

The only tricky race here is Hot Top Mountain. You should have three first places under your belt by this stage, though, making a low points finish probably sufficient to win you Gold.

Snowflake Mountain Trophy Race

A good start is essential here. Everfrost Peak is the first and most difficult race and to win it, you'll need to pick up around 10 bananas and keep hitting the Zippers. Fairly plain sailing after that.



Sherbet Island Trophy Race

The two hovercraft races shouldn't be a problem, but Crescent Island can be tricky. A good placing here should be enough as long as you're confident that you can win Darkmoon Caverns. You should be, there are loads of easy bananas there.

Dragon Forest

You'll be such an expert on Windmill Plains and Greenwood Village after your Silver Coin races there, that these shouldn't be any problem at all. As long as you get a good placing on the first race, Dragon Forest's trophy should come without too much trouble.

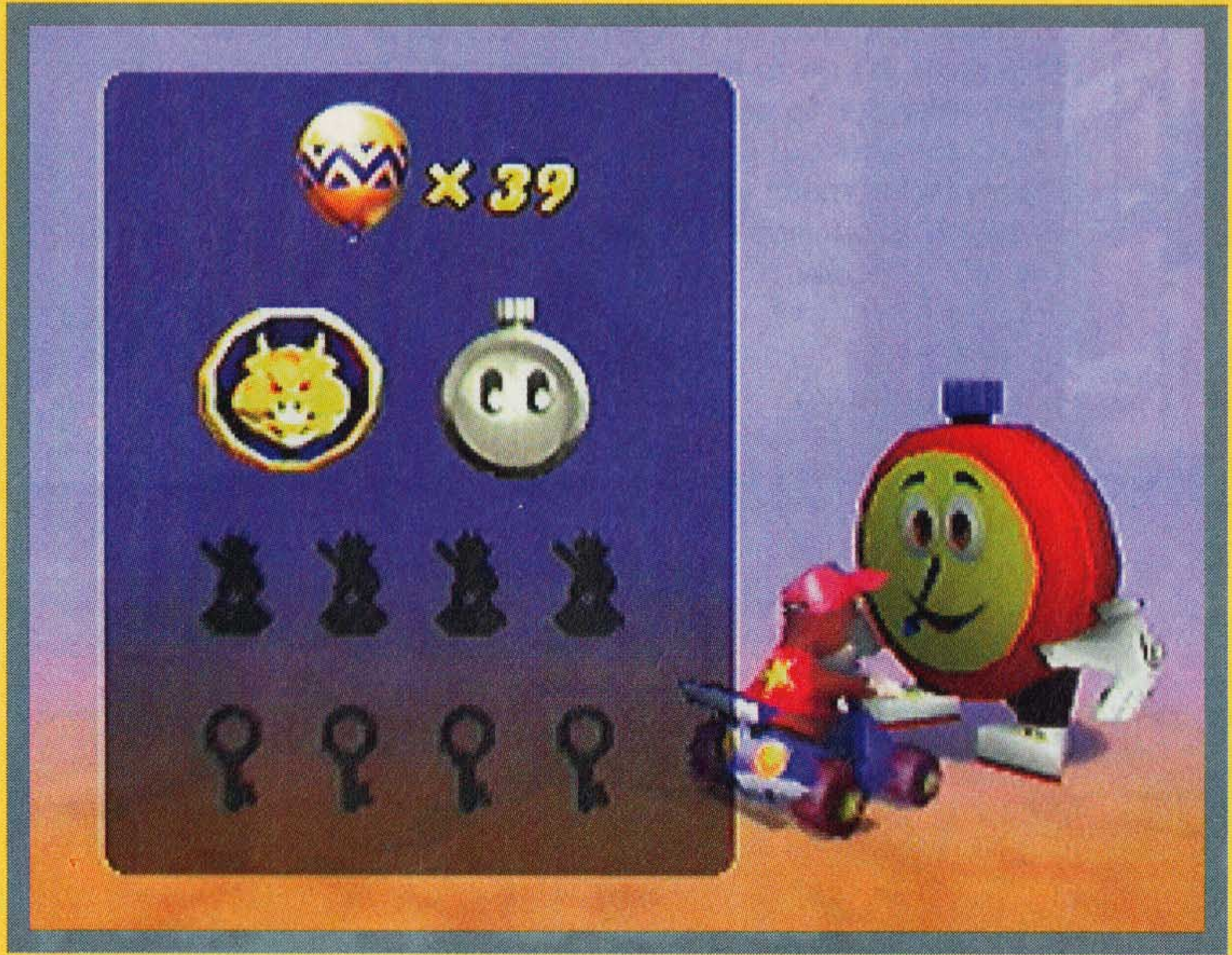
Objective 2:

Although you can fly to space as soon as you've won all four trophies and approached the noticeboard on the beach (see objective 4), in practice, to finally beat Wizpig, you'll need to have the complete TT Amulet. This Amulet comes in four pieces and is earned by beating each of the four worlds' battle games. To get access to these battle games you'll need to find the four battle keys hidden on one of the Worlds' four tracks. Run them over to collect them – you do not need to finish first in the race.

Dino Domain Battle Key
On Ancient Lake, on a ramp just to the right of the start.

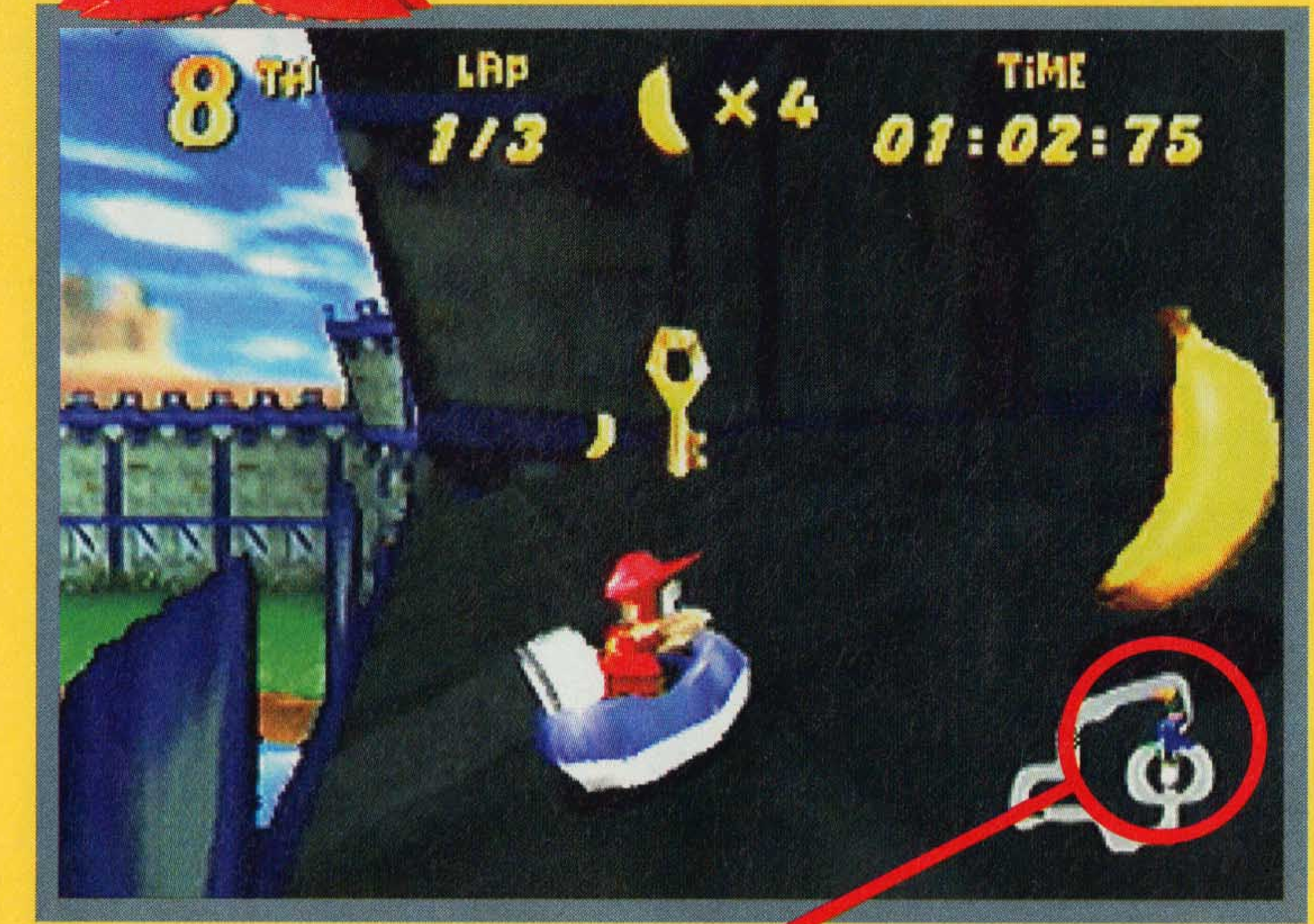
Sherbet Island Battle Key
Hidden in an alcove at sea, on one of the pillars, near the start of Crescent Island.

The battle keys



Snowflake Mountain Battle Key

On Walrus Cove, in a cul-de-sac just to the left of the start line.



Dragon Forest Battle Key

Above the castle gatehouse in Boulder Canyon. Ring the bell by jumping, the drawbridge will raise and you can grab the key.

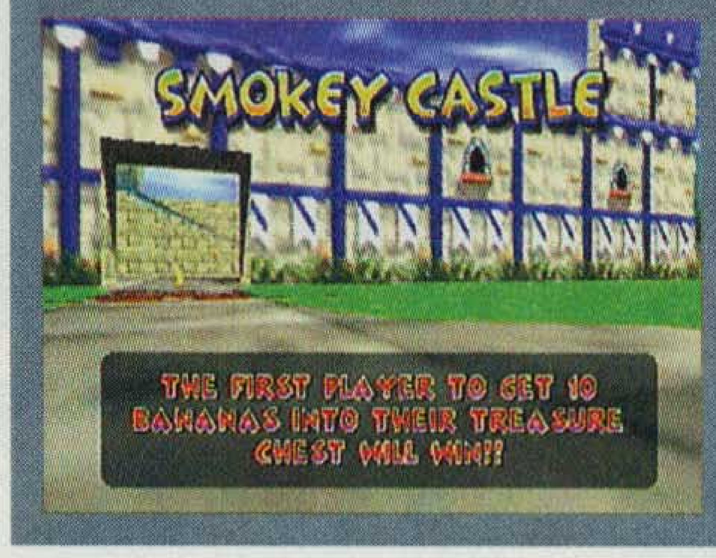
Objective 3: Beat DKR's 4 battle games

With the keys found you'll now be able to enter the game's four battle arenas (there's one entrance for each just off the lobby in each of the four Worlds). These are the single biggest disappointments of *DKR*. We expect you to beat them on your first go.

Collecting and hatching eggs is the order of the day in the Fire Mountain battle.

The Icicle Pyramid battle is a Mario Kart-style battle. Pick up homing missiles by running over two red balloons to win.

The Darkwater Beach battle is extremely similar except this time the whole thing takes place on water.



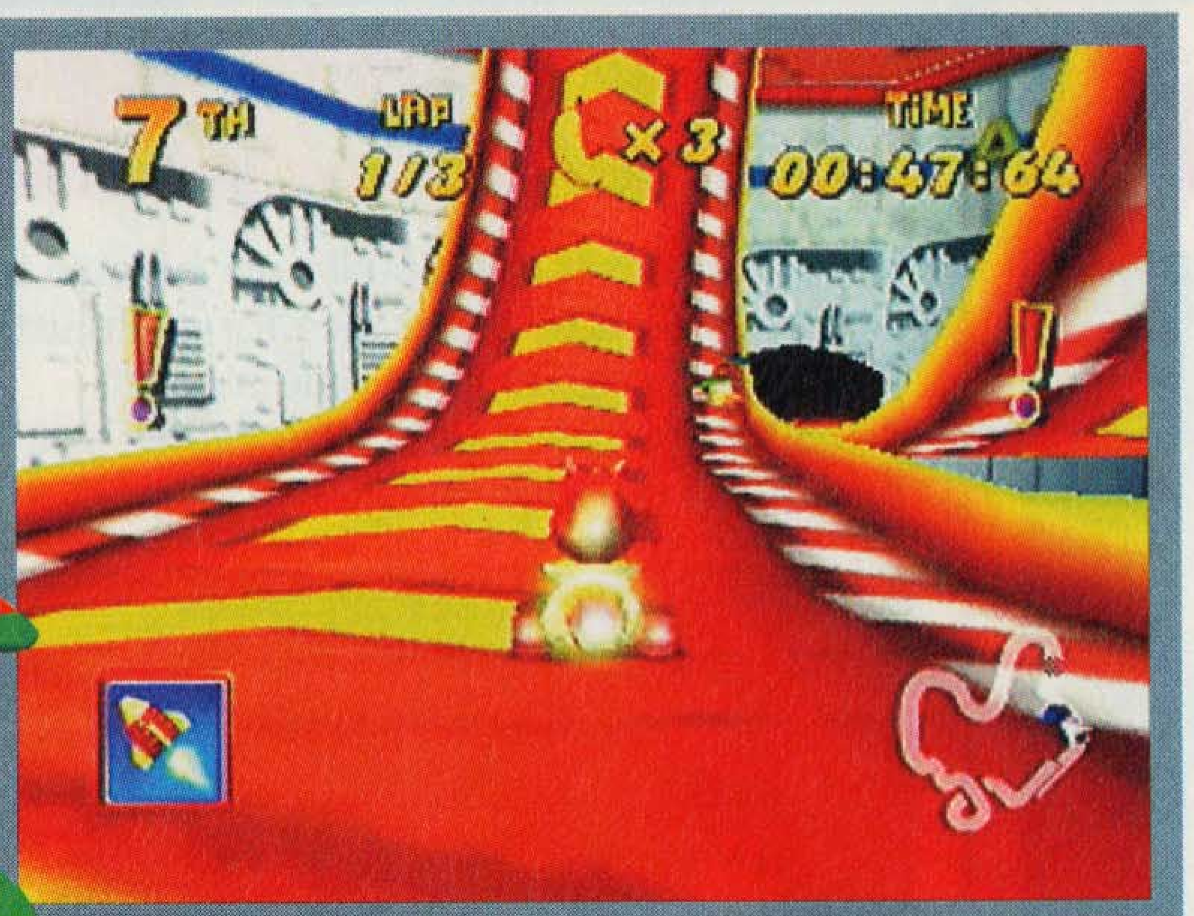
This battle game sees you collecting bananas two at a time and storing them in your treasure chest.

Objective 4: Fly to space

With all Gold Trophies won and all four pieces of the TT Amulet obtained, approach the noticeboard down at the beach on Adventure Island.

GO! GO!

HOW TO... FINISH THE GAME PROPERLY



Objective 1: The Space World

Entrance: By rocket!

- There is no boss for this World. As soon as you've won the first four races, it's on to the Coin Challenges. These must be done in strict order due to balloon restrictions.
- Use the shortcut under the raised section in Spacedust Alley – it makes things much easier.
- Spacestation Alpha is a nightmare. Always pick up a shield to use along the Star Wars style laser trench. Pick up every banana you can. If you aren't very close to first place starting the last lap of the Coin Challenge, you can't win
- Keep the accelerator on over the Zipper that leads to the elevated track in Space City – you'll fall off otherwise.
- When you've beaten all four Silver Coin Challenges, you're ready to take on Wizpig for the final showdown.

HOW TO... GET THE SECRET CHARACTERS

There are two secret characters in *Diddy Kong Racing*, available in two distinctly different ways. Once you've got either or both of the secret duo, they become available at the, now overcrowded, Character Select screen.

Drumstick the Turkey

Great name. Drumstick is available at any point during the game. All you've got to do is drive over to the pond on Adventure Island – it's near the arch that leads down to the beach – and start squashing frogs. When you run over one with a little crest on his head, Drumstick will be released in a flash of fairytale magic.

What's he like?

While Mr D is undoubtedly fast, he's a fat old bird and has problems with corners. Unless you've been using one of the heavy characters up until now, you'll probably find Drumstick more trouble than he's worth.

Beat the first Wizpig race and then go down to the pond in the centre of Adventure Island.

If you run over the frog with the crest, you'll release Drumstick.

Go back to the character select screen and there he is, jigging away.

Objective 2: Final Race with Wizpig

Entrance: From the Lobby

- There are no Zippers to help you in your final race – you must pilot your plane perfectly and avoid trouble.
- Pick up a Red Balloon in the first section and pick up a second at the bottom of the long open section. Homing Missile shots are essential for slowing Wizpig.
- In the tunnel section speed-ups are virtually useless as the caverns are too cramped. Use Red Balloons to slow Wizpig.
- Just before you enter Wizpig's throne room, pick up the Shield Balloon and activate it as you fly through. This prevents you from being shot down.
- Pick up the speed-up after the throne room and make full (green thrust) use of it. You can use this power-up in the last lap to just squeeze ahead of Wizpig.

TT the clock

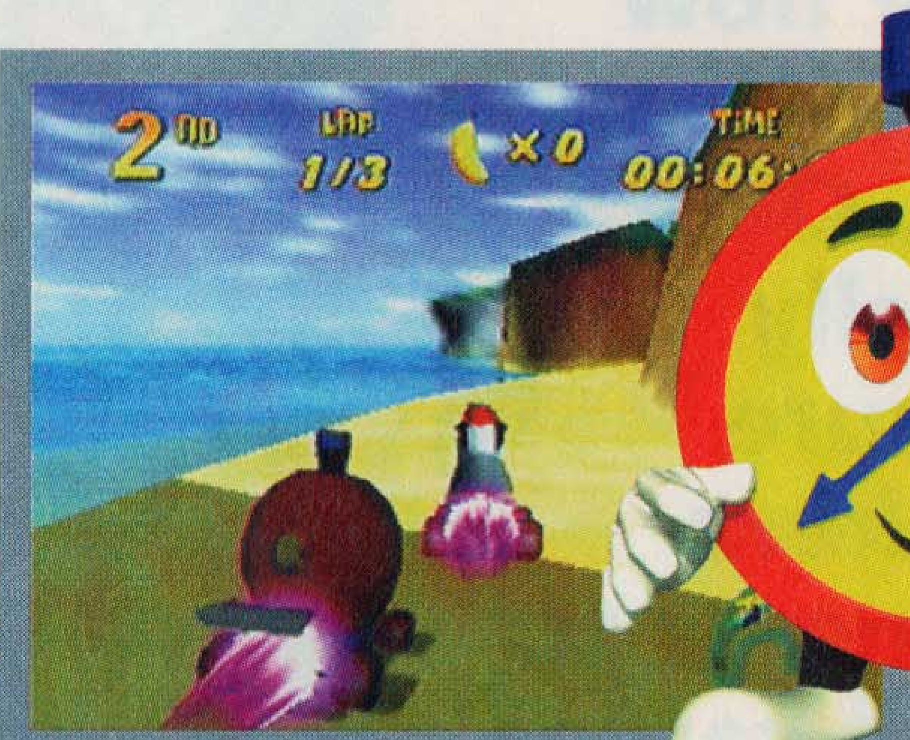
There's only one way to get TT and it's not easy. For every track in the game, there's a set Time Trial time to beat.

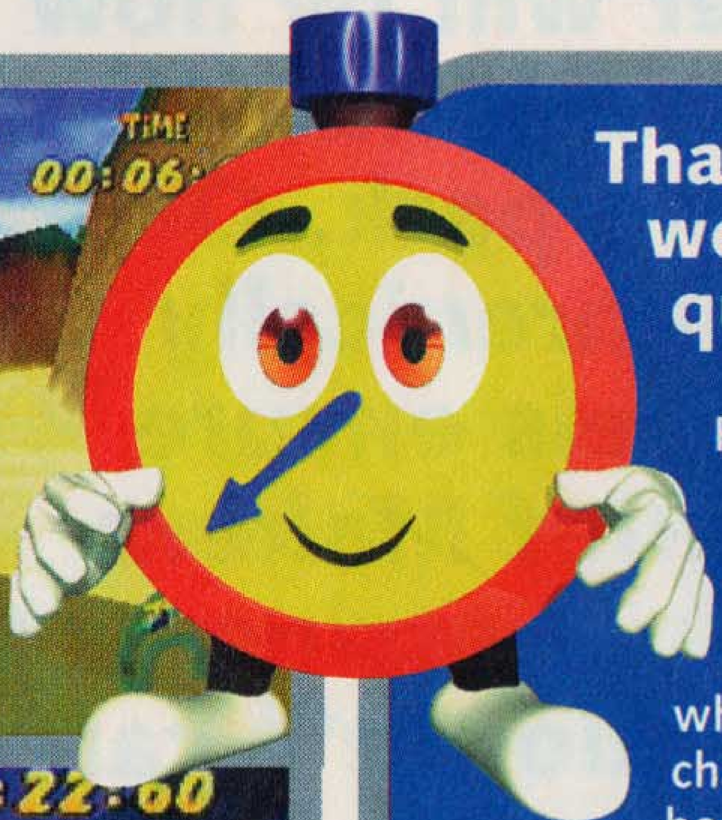
When you first do a Time Trial race (by either approaching TT in a World's lobby to turn on the TT mode or by using the Tracks menu), you'll race against ghosts of your own performance – until you break a certain qualifying time. After that, you race against your own ghost, plus the ghost of TT doing his best Time Trial lap. When you've beaten the TT ghost, you can move on to the next track.

When you've beaten the TT ghost for all 20 tracks, TT becomes available to select at the Player Select screen.

What's he like?

TT has all the lap records for one very good reason – he's a lot faster than any other character. His handling isn't quite as good as Diddy, Tiptup or Pipsy, but it's easy enough to get used to and TT is perfect for conquering Adventure Two – the mirror mode that opens up once you've completed Adventure One fully. Once you have TT, there is very little reason to use any other character.





That's it – well, not quite...

Right then, over to you. How about a guide to Time Trials and your set of wheel-bursting challenge times to beat (I've got 0'53"57 on Ancient Lake but I don't like to boast)? Or a Battle Mode guide – there's got to be *some* fun there.

Our I'm the Best and Help Wanted sections await your contributions. Remember – it's best to focus on one aspect of the game and do it in depth, rather than try and attempt too much. Good luck!

HOW TO... make mischief mischievously in Mischief Makers

Or, er, how to do the hard bits in one of the most inventively bizarre games we've yet played.

by Jes Bickham

Those of you who have been lucky enough to play Enix's idiosyncratic little platformer will by now have realised that it's no stroll in the park. Over 50 schizophrenically diverse levels ensure that *Mischief Makers* keeps you guessing as to what direction it'll career into next. And so N64 presents our hassle-free guide to the inscrutably hard bits. Wits about you? Split-second timing ready? Controls sorted? Excellent. Then let's go...

Planet Clancer

The scene is set, and the first world eases us in gently, with only a couple of problematic levels

1.5: Three Clancer Kids

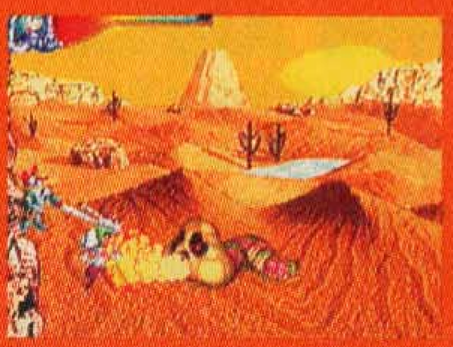
Maguffin Madness: A distraught Clancer mother has lost her three children. It's up to Marina to grab 'em and return them home.

How To Do It: The first child is frolicking on the set of brown blocks near the start (watch out for the fire). The second is reached by pulling on the brown ball by this section, activating a Clancoil to the right: catapult up to another that'll lead you to the kid. The third is a trickier proposition, located at the far right of the level. When you give chase, he'll scarper through an ascending structure and drop back down to ground level. Don't drop down after him; retrace your route and surprise him – jumping towards him and airboosting back will cause him to jump straight into your arms.

1.7: Wormin' up

Maguffin Madness: A giant monster worm is hassling Celes as she cultivates the desert. Stop him!

How To Do It: Grabbing and throwing the worm will eventually destroy him. However, he attacks in three stages. Firstly, he'll simply charge at you. After you've thrown him three times he'll start snorting smoke and fire (simply get behind him). Then he'll turn into a rolling fireball: it's essential to nimbly leap on top, avoiding the flames, and grab him there (Down and B).

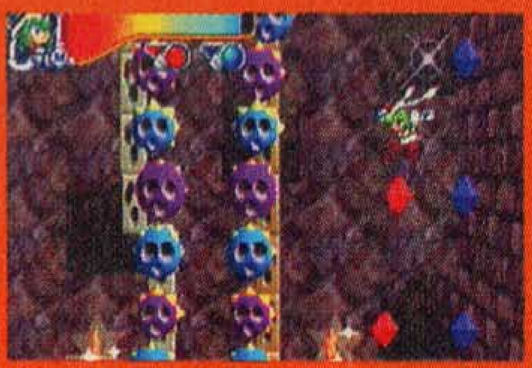


It's a bit like Tremors. But without Fred Ward or Kevin Bacon.

FLEXI FINGERS
It is absolutely vital that you are completely at ease with *Mischief Makers'* control system – the multitude of functions that the decidedly finite number of buttons on the N64 controller generates is mind-boggling. It's a superbly flexible and versatile system, but with that excellence comes a price. If you don't know what you're doing, you're sunk. So, as boring as it may sound, do read the instruction booklet and practice, as you'll reap the rewards tenfold. Grace and style under pressure: pretty nice.

Migens Shrine

World two ramps up the difficulty somewhat, culminating in a superb showdown with the lava dwelling boss.



Watch out for the Spikeballs, or you'll soon get the point. (Sorry.)

2.8: Freefall

Maguffin Madness: A swift drop through Spikeball infested space, negotiated via freefloating warp gates.

How To Do It: Fall carefully to about two-thirds of the way down and grab the star (the left route contains blue gems, the right red). This warps you to the left of the screen. Manoeuvre yourself as close to the right hand Spikewall as you can, as the star is on this side. You'll then warp to the right of the screen; do as before, but this time fall left. You'll end up in the centre enclosure, from which you'll warp to the exit star.

2.10: Seasick Climb

Maguffin Madness: To proceed, Marina must climb through a swaying tower.

How To Do It: The key to this level is using the nauseating motion of the tower to your advantage. Always jump with the yawing, rather than against it, as gravity will help you jump/fall further. Pulling balls will stop the streams of Spikeballs and will produce platforms.

You wouldn't find this kind of thing in Bath.

"Yes, you really should clean under your fingernails." "Sorry Mum."

2.11: Migen Brawl

Maguffin Madness: Migen and his son (the huge boxing dragon) have the professor!

How To Do It: Migen Jr. attacks by punching. Catch his fists and throw them left or right (D-Pad and B) to dispose of Migen. This takes three hits. Then simply hurl Migen Jr's fists back into his face. His fireballs can be punched for blue gems; throwing his fists into the ground has the same effect.

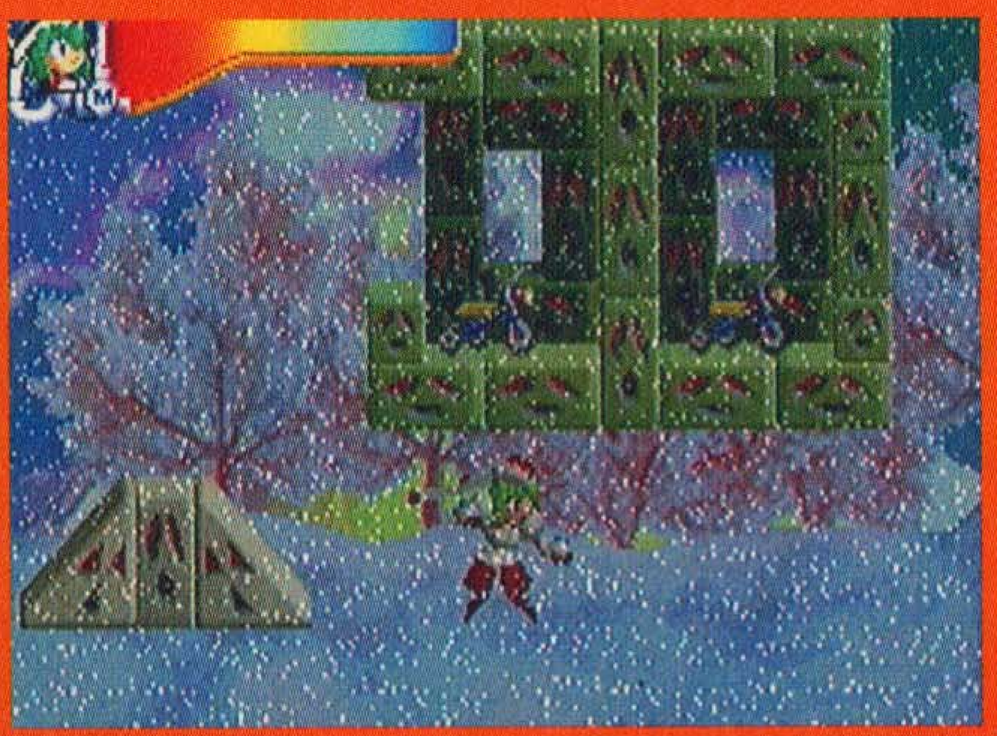
GO! GO!

STORY GLORY
There is, we think, a refreshingly mocking sense of postmodern cheek running through *Mischief Makers*, that pokes plenty of fun at gaming conventions. For instance, Professor Theo is kidnapped several times. Each time, Marina warns the Prof to take care and subsequently, the scientist snatching becomes progressively absurd. Our favourite was the old Wrong Number Phone Call Diversion – Marina answers phone only to find it was a prank call. The Prof meanwhile, has been nabbed. Again.

And as for "I suppose you're this level's Boss that I have to beat"... Priceless.

Mount Snow

That Nintendo favourite, the ice world, puts in an appearance here, and puzzles of increasing complexity give some idea of things to come.



3.7: Snowstorm Maze

● ***Maguffin Madness:*** Missing unruly Clancer children must be returned to the playpen!

● ***How To Do It:*** Park the tricycle in the airborne box (next to the other trike), and do the same with the Jumping Clancer. A star will appear above the Jumping Clancer box: use it. Yank the first white ball for a Clanpot. Place this under the second ball as it contains a bomb. At the top of the hill, throw the pot over the wall and use the balls to follow (they contain blue gems). Once on the other side, use the bomb to destroy the combustible (red) floor and use the star there. Now simply collect the kids and pop them in the pen at the top of the hill.

3.12: Cerberus Alpha

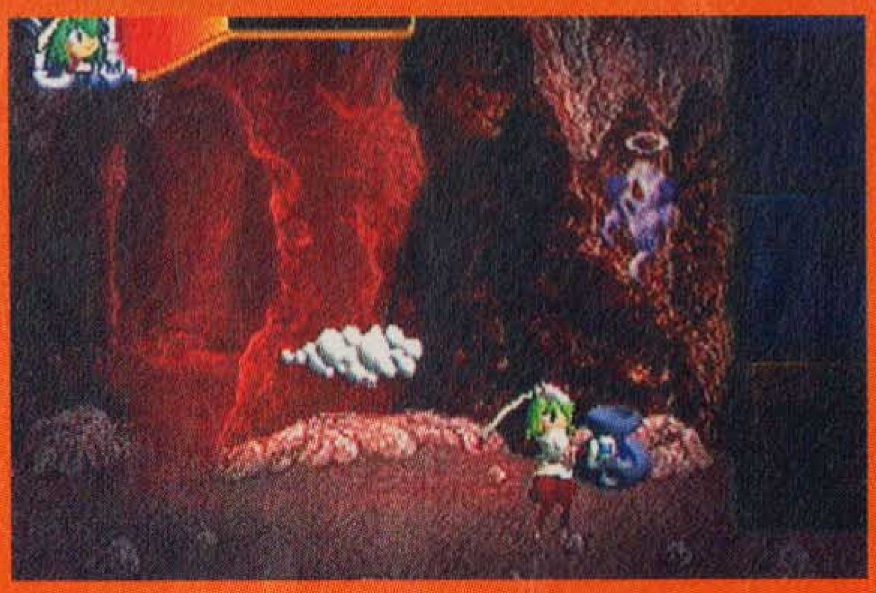
● ***Maguffin Madness:*** Riding a helpful kitten (obviously), the vengeful Lunar must be defeated.

● ***How To Do It:*** Lunar attacks in several stages. For the first two, it's possible to jump atop his missiles and ride them. Use this manoeuvrability to catch missiles (B) and throw them back at him (shaking them makes them more powerful). He'll then leap off his vehicle to attack. Grab him and throw him to the floor (Down and B). Finally, he'll return to his mech-bike and shoot. Grab his gun and allow him to sup of his own medicine.

◁ *Like all the best bits from 'Battle of the planets' and 'Transformers'.*

Aster's Lair

Into the domain of the deposed king. The plot thickens, and, correspondingly, you'll encounter some diabolically ticklish problems...



◁ *Well, it's not quite Egon Spengler and the Marshmallow Man.*

4.7: Ghost Catcher

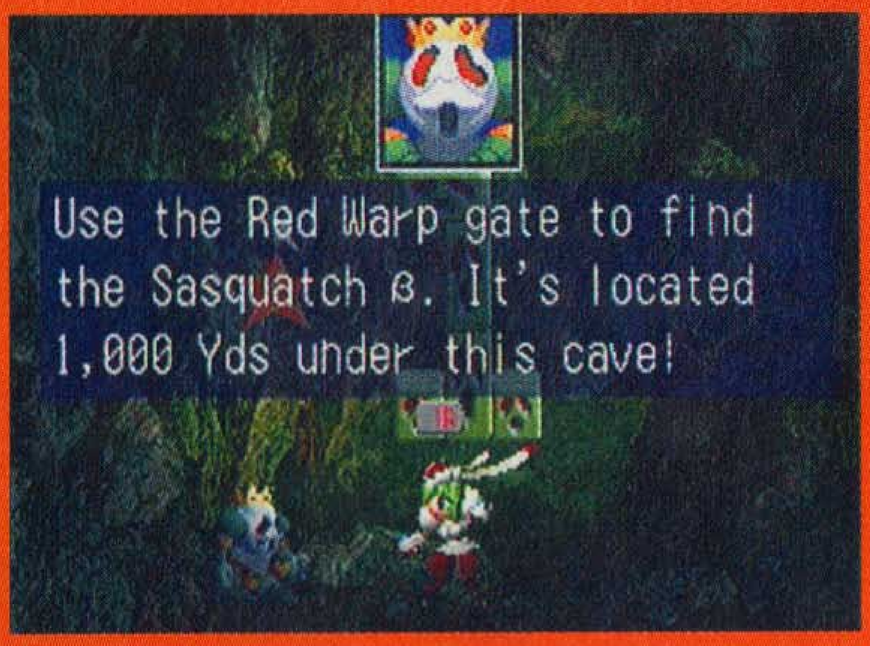
● ***Maguffin Madness:*** King Aster's caverns are being haunted by 'bad ghosts'. And guess what?

● ***How To Do It:*** Aster gives you a pot that will suck in ghosts if you position it under them. There are 13 in all, and most are pretty obvious. Some, however, are a bit trickier... Problematic spooks may be uncovered by destroying statues (look for bombs), picking flowers, destroying Spikeballs, and throwing the pot (and Marina) into inaccessible places...

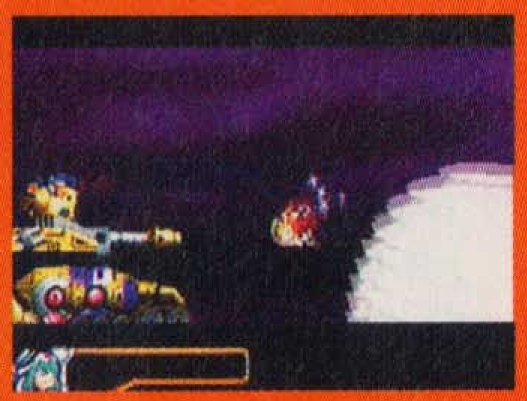
4.10: Aster's Maze

● ***Maguffin Madness:*** In order to escape the caverns, Marina must negotiate a treacherous maze. With a twist, natch.

● ***How To Do It:*** ...and the twist is warp gates, which must be entered in the correct order if you want to get out. Here's the patented **N64** order-in-which-to-take-'em; You start at Green Gate 1; Walk right (through the star) and drop down to find Green Gate 3; Use the star here to teleport to Red Gate 4; Warp from here to Green Gate 6; Going left (mind the jump) takes you to Green Gate 5, which gets you to Red Gate 1; This warps you to Red Gate 6; From here, drop and go right to Red Gate 7; warp to Green Gate 8, and then to Red Gate 8 and then simply fall down to find the exit.



"Ha! I stand atop my robot and laugh at you!" "Oooookay." ▷



4.11: Sasquatch Beta

● ***Maguffin Madness:*** The ape-like Tarus, astride transforming tank, wants revenge for his earlier defeat.

● ***How To Do It:*** Pick up the rocks Tarus throws and hurl them back at him; you can redirect the cannon's shots by grabbing the turret and jetting upwards (although this isn't strictly necessary). Once you've hit him a few times, the tank will transform into a suitably simian-esque robot. Defeat it by grabbing its foot as it attempts to kick you: pull back (right-C) to tip Tarus out. Now airboost up, still holding the mech, then slam it down on Tarus (three such wallops should do it).

Imperial Headquarters

Time to take the battle to the bad guys, instead of vice versa. And so we move into endgame...

△ *A fantastically complex yet elegantly simple puzzle. Paradoxes, eh? Tricky things, they are, and no mistake.*

5.5: Trapped!?

● ***Maguffin Madness:*** A clever puzzle obstructs entry to the enemy Air Fortress.

● ***How To Do It:*** Once you've beaten the bipedal Clancer AT-ST-type-thing, you'll enter a room. To get through, use the first star (leave the brown ball alone) and then pull the pink ball to activate a new star. Use this, then pull the two balls you appear by. Go back to the middle section and pull the new blue ball: a gold statue will appear. Place this on top of the red blocks. Now return to the brown ball and pull. A bomb will drop on the statue (protecting the red blocks below and stopping the bomb from detonating). Go get the bomb and use it to destroy the thin red wall on the right, get another bomb to blow the next combustible obstruction; you're out! All you need to do now is defeat the pirate Clancer in the next room. Simply grab him as he swings from the ceiling and dash him to the floor (several times).

5.6: Phoenix Gamma

● ***Maguffin Madness:*** Merco, atop an avian mech, is determined to stop you once and for all.

● ***How To Do It:*** As with most of the bosses, you'll have to deal with several different stages. Initially, wrest Merco's lance and shield from him (grab with B, and air boost away). When he leaves himself open, throw them at him.

Next, after a few hits, he'll mount his mech, which will try to spear you with its beak. Grab its head after each attempt and air boost down until it springs back (then dodge the ensuing laser bolts). Three successful attempts later and you'll experience a 3D view. Dodge the lasers and catch the missile; hurl it back and you've won.

◁ *Grab his shield and lance and hurl 'em back.*

△ *If only 2001 had a climax like this.*

5.7: Inner Struggle

● ***Maguffin Madness:*** The monolith, which is the disguise of Leo, Professor Theo's evil twin, attempts to exterminate you.

● ***How To Do It:*** Deceptively simple. Grab the 'bad' words floating up from the ground and shake them to create 'good' words, then hurl them at the monolith. Mind the laser bolts, though.

5.8: Final Battle

● ***Maguffin Madness:*** This is it. Leo has been destroyed. Merco, Tarus and Lunar combine into one huge fighting machine in the quite incredible finale.

● ***How To Do It:*** The gestalt bosses will try to stamp on you so grab the foot and throw them over. Otherwise, avoid all laser fire (broadcast nominally when the mech moves sinisterly into the shadowy backgrounds), and, ultimately, catch the detachable rocket fist and throw it back several times to ensure victory.

And that's it. Well... okay, we're lying. A little bit. Because, you see, there's still the ending to come, wherein the story is tied up and revelations abound. But, as always, there's a catch. In this instance, it's the mysterious yellow gems because you'll have to have found all of them to see the whole shebang. If not, well, you'll be in the dark. And you do want to know what happens, don't you?

We won't tell you, though, and spoil the surprise. Every level contains a gem, and here's a couple of clues: usually they're in inaccessible places (explore!) and on the boss levels, try not to get hit AT ALL (that's a very big clue).

Practice makes perfect, after all. Good luck!

ROLE GOAL

Marina, you may have noticed, is female. And, thankfully, she isn't the male adolescent pneumatic 'ideal' that all female computer game protagonists seem to be these days. Well, that's not strictly true because she is a robot. So she's bound to be slightly pneumatic. Ahem.

BUY THIS GAME

We have a sneaking suspicion that a lot of people will give *Mischief Makers* a wide berth, simply because it's '2D', it's a platform game, and it's a bit Eastern (i.e., we indolent westerners don't understand it). And thanks to absolutely no advertising, it's sunk without a trace in Japan. Well, N64 is here to put the soapbox under pressure. Quite simply, this game is a gloriously refreshing cocktail of irreverent humour, unfettered imagination and unashamedly wide-eyed and innocent FUN. And it looks and plays fantastically. Jonathan Nash, in his review of the Japanese version, likened it to *Starfox 64* (or *Lylat Wars*) due to the similarly gigantic wealth of ideas, and not only that, but there is an epic, surprising, funny, sorrowful story here that enriches the whole experience no end. Just like *Lylat Wars*.

So there you go. This deserves your attention. Consider yourselves told.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

Do you win constantly at one particular N64 game? Do you regularly achieve chart-topping scores? Do others refuse to take you on at it, knowing that defeat would be inevitable? Have you finished it backwards, forwards and standing on your head with one arm tied behind your back while playing 'Edelweiss' on the trombone? Then why not share your skills with the rest of the N64 Magazine readership – and win yourself an N64 jacket?

You see, although we consider ourselves Earth's foremost experts on N64 games here at **N64** Magazine, for some reason we keep opening your envelopes full of high scores and finding ourselves humbled by your achievements. And we'd've got away with it too if it wasn't for you pesky readers.

So what we're doing here in our 'Help Wanted' section is, quite cunningly we think, asking you to compile a guide to your favourite aspect of your favourite game so that we can print it and, in doing so, sneakily look to see what tactics you're using. And then, having restored our pride, we'll send you an opposite-sex-attracting **N64** Magazine jacket for your trouble.

The rules

- We need about 2000 words of advice and tactics for your favourite game.
- Try to concentrate on one aspect of the game rather than attempting to do a guide to the whole thing in four pages. We seem to have had loads of multiplayer guides to various games (including loads to *Lylat Wars* – sorry to everyone who didn't make it into print), so it might be nice to think of something else.
- Don't worry about pictures or presentation, but do type it if possible to save our mince pies.

Please send your guide to:

Help Wanted, N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW,

including your name and address and also what size jacket you'd like if your guide is printed (S, M or L).

Each month we'll print the best guide we receive and send a jacket to its writer.

HOW TO... beat everyone at two-player WAYNE GRETZKY'S 3D HOCKEY

by N64 Magazine reader Benjamin Coffer of Gerrards Cross

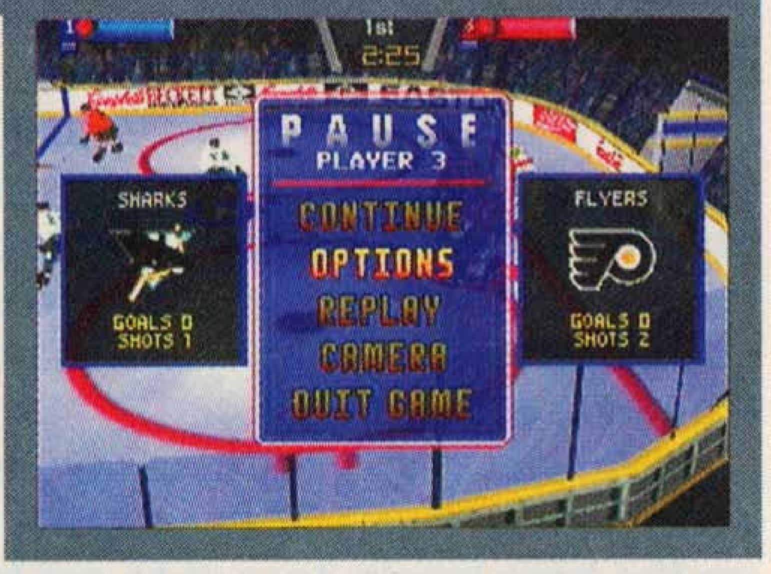
Now here's a game we've hardly played at all since we reviewed it back in N64/6. But Benjamin Coffer's guide to two-player success has had us slap-shotting, one-timing and through-pucking with big grins on our faces. Over, then, to him...

Settings

"Customise your own settings." I can just hear the trans-Atlantic drawl in the manual. Do *not* be conned, for there is no dispute as to the settings you need to win at two-player *Wayne Gretzky*.

Language: English (although it's occasionally worth hearing "a mugging" and "Robin Hood and his men are up to it again" in Deutsch).
Difficulty: V. Difficult/V. Easy (There's good frustration value to be had here, achieved by asking your opponent which he'd prefer and then accidentally changing it to the other one and pressing A simultaneously.)
Game Type: Arcade
Rink: Regulation
Period Length: 1:30 (could be the difference between your pal losing his willingness to live after 27 games or 28).
Player Switching: Manual
Puck Streak: On (unless you're playing against someone who is not bifocal).

AND THE REST IS YOUR PREFERENCE...
At this stage it's advisable to cheat. Send your opponent up or down stairs to get a coffee or two and whip in the Super Teams cheat (hold L and press the C buttons in the following order: Right, Left, Left, Right, Left, Left, Right, Left and Left). Now leg it out of options lest he should peruse the telltale binary sequence at the bottom. I must say it took me half an hour to find out how to play against said pal and here it is... put the second controller in the third port! Pick Z Williams from the Super Team and the first line and get ready to face off.



At the face-off

Winning

Most people I talk to insist on letting the CPU player take the face-off by pressing R. I don't. As the ref releases the puck, press B again and again. If the puck goes to your side it's essential that you switch to that player immediately. Run down the sideline until you're 10 yards from the goal line and then cut in holding down A and Bottom-C. As you pass the far post, release the two buttons igniting the net. You can reverse this for the other side.

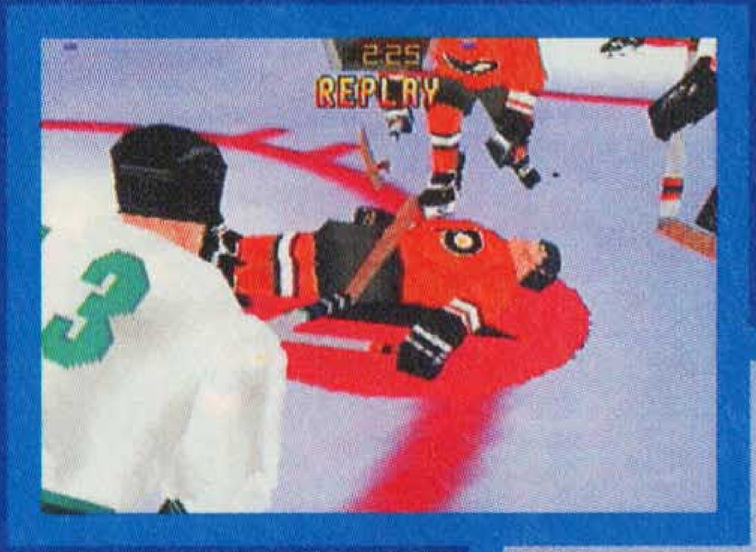
Losing

If you lose the face-off, you must charge the villainous monster who has got your puck and give him a friendly pat on the back with Left-C. While he's getting up you can skate leisurely past him, either using the technique above to score or using a one-timer (see 'One-timers'). If you shoot hard enough you'll send net and goalie crashing into the wall. (Don't worry, the goalie gets his own back by turning into a brick wall at inopportune moments.)

Attacking

Build-up

Attacking can either be done by build-up or on the break. However, the possibility of variation in build-up play is decidedly finite. There are essentially three options: either repeatedly pressing B then hitting A, going round in circles and then shooting, or punching everyone to the floor allowing your CPU team mate to skate through Moses-like.



On the break

A much more common method of scoring is on the break. I'd advise you not to use turbo when you're breaking because it doesn't let you cut in or stop. If you skate down the wing without using turbo, you can either cut across and bury the puck at the near or far post, or lay up a one-timer for a team mate. Scoring in *Wayne Gretzky* is all about changing the angle you're shooting from, faster than the goalie can compensate. That is the reason one timers are so effective. For the same reason, you must be moving across the face of the goal when you shoot – just shooting hard won't work. Another option on the break is to run straight at the goalie and, just at the last moment, move outside him and slip it in, but this takes practice.

GO! GO!

Defence

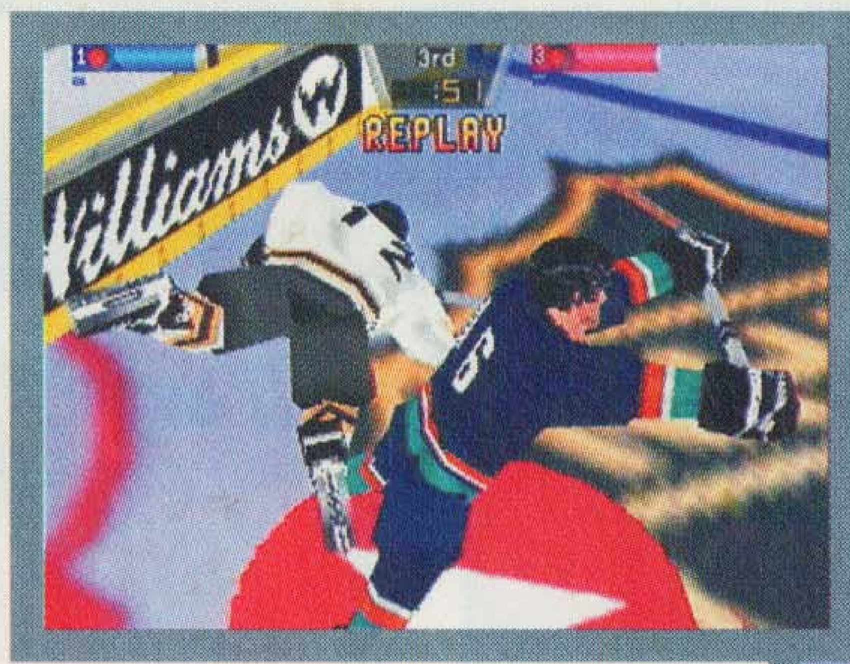
Co-operation

As a general rule the CPU controlled players are not very good, by which I mean, they don't do anything. Sure, they track back and are always in the right place at the right time while you're skating in circles and cursing the analogue joystick off-screen, but you'll find your opponents waltzing Matilda-like round them without even a challenge.

The solution to this is to keep switching players. There will always be one player back – the CPU makes sure of that – so quickly switch to him, give his attacker a slap of encouragement with Left-C and, by the time he's up again, your attacker will have stopped circumnavigating and got back into position. That's co-operation.

Tackles

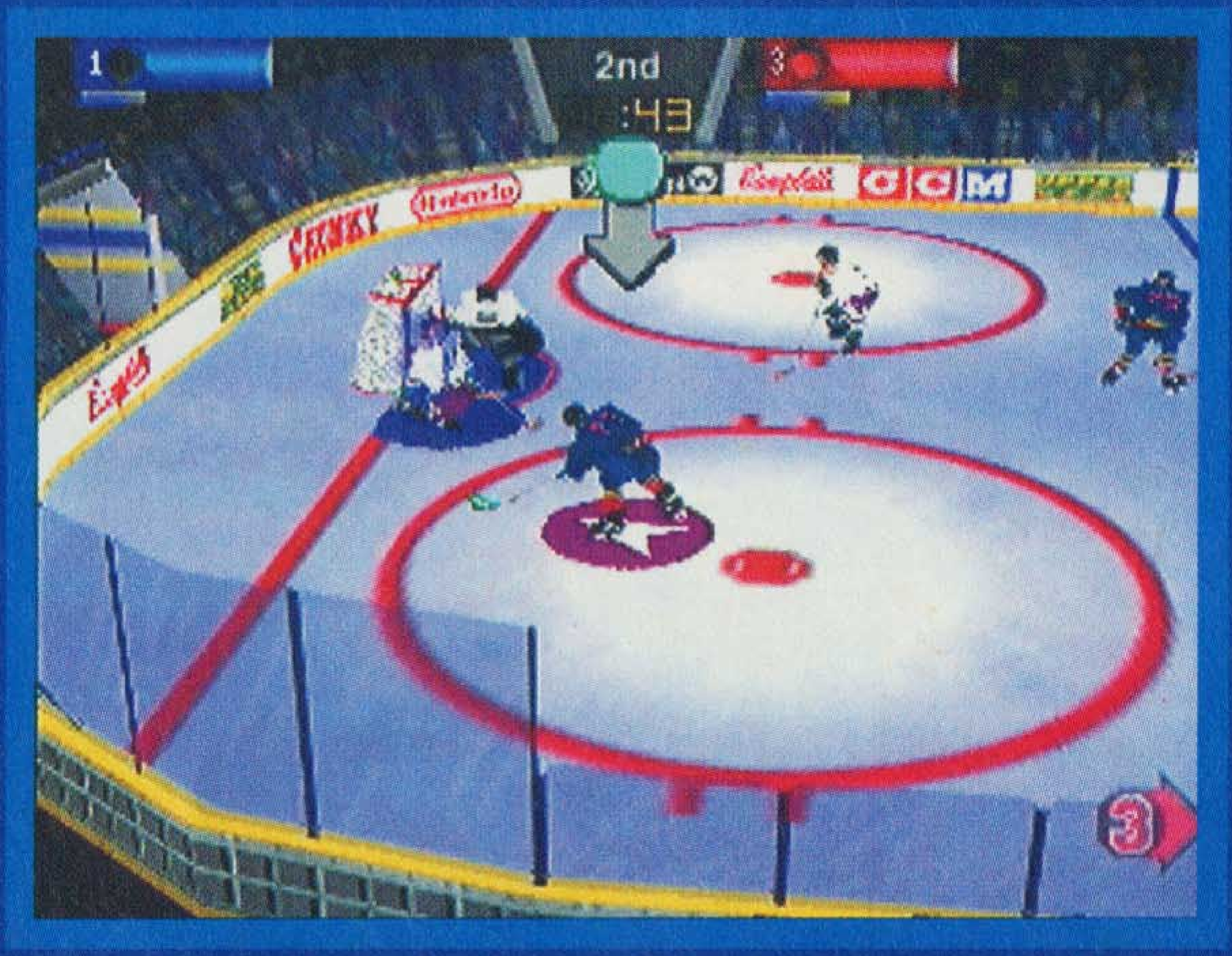
The only way to tackle in *Wayne Gretzky* is with Left-C, and you don't just tackle the player on the ball. In a one-player game a CPU attack will practically always contain a one-timer (see 'One-timers'), which for newcomers to *Gretzky* is a pass and the first time shot, so it's a good idea to 'dispose' of any players looking likely to receive a pass in a dangerous area, even in two-player… use Left-C.



Attacking continued

One-twos

Separate from a one-timer, this is used when you have a two on one, and it works exceptionally well. However, it's unusual for your CPU team mate to bother to keep up with you, so you end up sending the puck deep inside your own half to be greeted by "He's thrown the puck away" in that all-too-familiar baritone. Using developments such as the 1-2-3 or 1-2-1 timer, you can achieve victory with a greater skill level, giving an increased sense of satisfaction (but probably a smaller winning margin).



One-timers

And so, on to what has the potential to be a very effective way of scoring. The best method of changing the angle of a shot (see 'On the break') is a one-timer – dashing down the wing and pulling it back for your CPU buddy or playing a 'through-puck' to your wide man. And now the bad news. This method induces looking up, a process where you must look for players to pass the ball to. With all due respect, what does Mr. Gretzky think he plays? Football? The only upside to looking up is that it will help you take out any attackers that are possible targets when defending.

Fighting

With all this Left-C bashing one is inevitably going to get tendonitus, and into lots of fights. When your anger meter becomes full, a little fouling your own team can result in a welcome break in the action and a chance to clear your area in time of great pressure. When a fight breaks out, however, you need to press Up and B as many times as possible. I can't furnish you with any more fighting tips as I don't need them myself. I use a Shark Pad Pro which has auto fire (oooh the possibilities) and this ensures me victory. (*Knew it had to have some use… – Ed*)

CPU control

Although *Wayne Gretzky* is man versus man, you can't win without a fair amount of CPU assistance. The CPU in attack is not dissimilar to the CPU in defence: it doesn't actually do anything. The game's control system is very similar to that of *NBA Jam* on the PlayStation, where you can avoid controlling the CPU directly by telling it what to do. If you press pass when the CPU has the puck, he will pass it to you. It's the equivalent of calling for it. This is the only circumstance when the CPU actually scores.

TIPS EXTRA

Welcome to Tips Extra, where we aim to make your life that bit easier. This month, *Extreme G* waves to Mum from under the spotlight, and there's a bit of tactical *GoldenEye* tippage for those having trouble defending the free world.

Extreme G

A few cheats for all you hi-tech future racers out there:

- Enter your name as roller (in lower case) and you will become a rock. Much like Paul Simon.
- Enter your name as fisheye (lower case) for a goldfish bowl view and super fast racing.
- Enter your name as banana (lower case) for constant powerslides.
- Enter your name as uglymode (lower case) for rougher, pixellated graphics.
- Enter your name as antigrav (lower case) to race on the ceiling with appropriately reversed controls.
- AND! If you complete the first setting on *Extreme* a new bike named Roach is available. Complete it on the last and another, named Neon, is accessed.

Complete the last setting on *Extreme* with a regular bike and extra levels will be yours.

- BUT! If you can't be bothered with the whole playing-the-game thang, simply enter 51GG95 at the password stage. You'll now have all the tracks plus the Roach Bike.

GoldenEye 007

If you want to be the best, then you've got to master the basics. Elementary, Bond:

PRECISION

- You'll all know by now that blasting away happily will assure you a messy and inglorious death as you attract unwanted attention. Things to remember are:

1) Be clinical in your shooting. Torso and head shots are the most effective; limb shots will stumble your opponent, but often he'll recover and shoot back.
2) As a result of this, it's imperative that you keep random gunshots to a minimum (unless you're in a real tight spot). Not only will you have the satisfaction of a top hit ratio, but you'll also conserve ammo, as well as eliminating opponents with clinical ease.
3) Don't forget the Duck and Lean functions, as they're potentially life-saving additions to your repertoire. By ducking, obviously, you can hide behind cover. Leaning allows you to hide behind a corner, pop out and fire, then move back behind cover. Very handy.
4) Remember, you don't have to shoot everyone. Stealth and guile will keep you alive more often than making sure that all the bad guys are dead.

CONTROL ROLE

Mastery of *GoldenEye 007* can only be assured once you're intuitively comfortable with the control set up. It's vital that you know what everything does. There're a variety of configurations available, but **N64** favours the following:

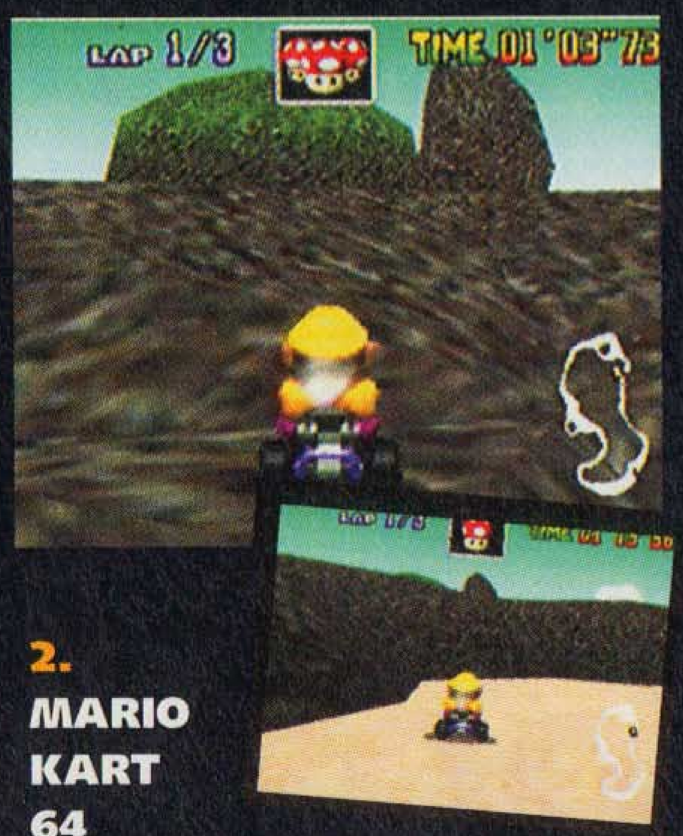
1.1 Honey: Movement through the lovely analogue stick, direction through the C buttons. The default setup, and probably the most intuitive and best to use.
1.2 Solitaire: This is a configuration in the *Turok* fashion (movement through the C buttons, direction from the analogue stick), so those who know the dino-bashing game will feel eminently at home.

READERS' TOP TEN TIPS

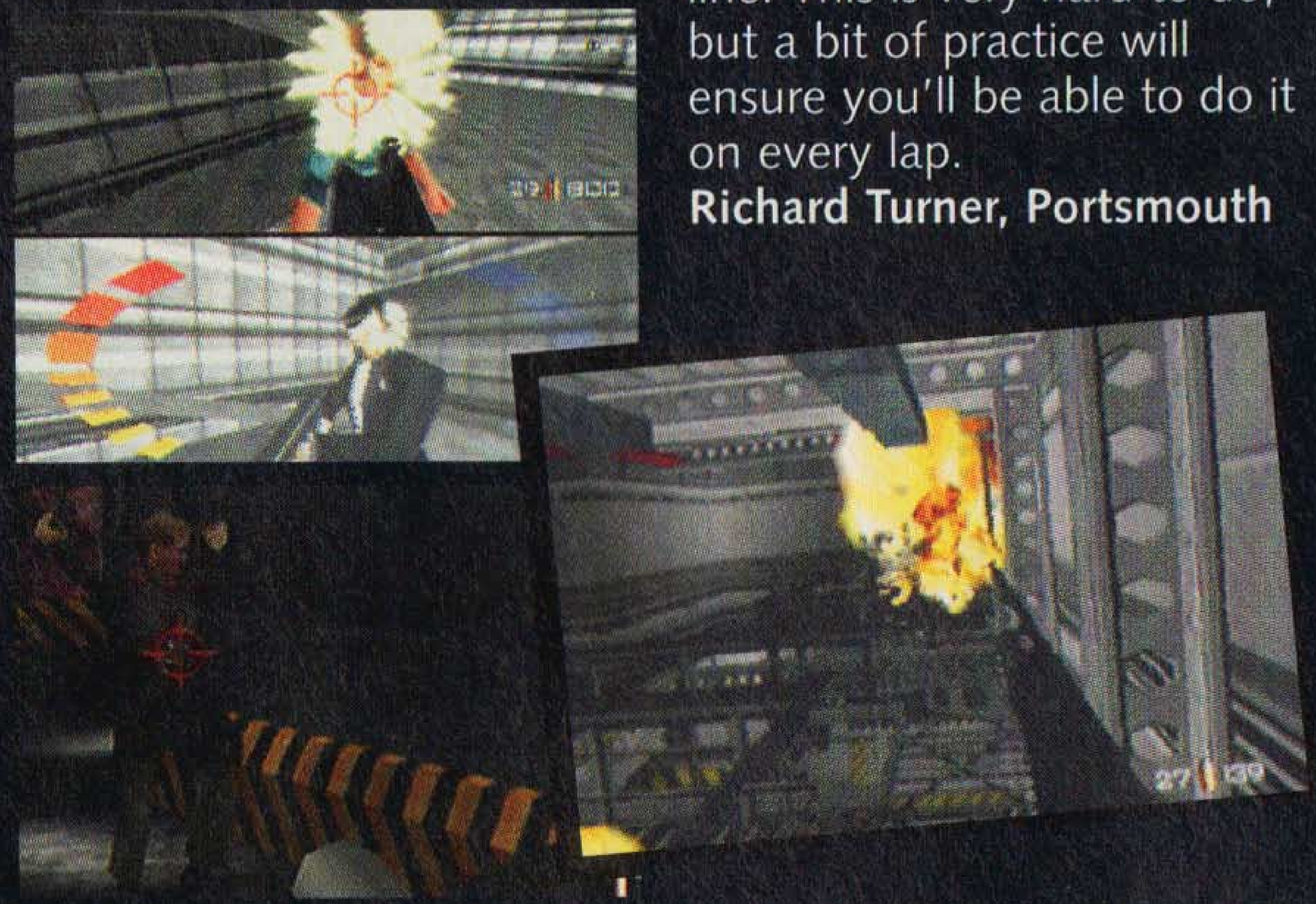
"Tips, it's your Tips, Reader's Tips..." There's a song in there somewhere, surely. Anyway, welcome to another Reader's Tips! *GoldenEye 007* again seems to be eating up most of your time, which is a Good Thing, oh yes. Otherwise, there's sterling support from The Usual Suspects: *Mario Kart*, *Blast Corps* and *Pilotwings*.

Got a top tip? Send it in! (Via the coupon below.) All tipsters get a shiny **N64** badge, and the top tipper gets something, ooh, a little bit special.

1. GOLDENEYE 007
Level 17: Caverns
If you shoot the crates they will release ammo. However, one of the crates in the Main Console room (with the radio placed cunningly by all the explosive stuff) does something different. It's the one on the right as you enter, near the guard. Rather then releasing ammo, shooting it releases another, smaller box. Shooting this releases another box, smaller again, and then an even smaller ickle one. Shoot this and it releases two computer screens (paradoxically bigger than the box). If you destroy these, you get two AR33 Assault Rifles, giving you one of the most powerful, versatile and handy gun combinations in the whole game!
Jon Davies, Wallingford



2. MARIO KART 64
To get a lap time of around 10 seconds on Koopa Trooper Beach, go forward for about three seconds, turn left and jump up the cliff side to a flat ledge. Face the turtle rock formation. A speed boost and a jump will see you over the rock. You'll fall through a polygon seam. Lakitu will fish you out and put you just before the finish line. This is very hard to do, but a bit of practice will ensure you'll be able to do it on every lap.
Richard Turner, Portsmouth



3. GOLDENEYE 007
If you hide in the cells on the 2nd Bunker level on Secret or 00 Agent, any guards that give chase cannot shoot through the bars, but you can. They'll try to open the door, but as long as you keep it closed their bullets can't harm you. Do this over and over until all the guards are dead; it will make the level a whole lot easier.
C Heyworth, Lancashire

4. LYLAT WARS
Finish Katina so Bill will help you. Select 'Change Path' to Sector X. Once you take the route with the warp (to Sector Z), providing all your wingmen are alive, Falco will ask you to blast the gates. Slippy and Peppy will help, and so will Bill, as he has followed you even though you've changed paths!
Chris Fenwick, Birmingham

5. GOLDENEYE 007
You can find a messy but effective RCP-90 machine gun in Level 14 (Train) in one of the last two boxes of the first train unit, only on Agent mode. On Secret Agent you'll find a Dostovoi.
Maarten De Vries, the Netherlands

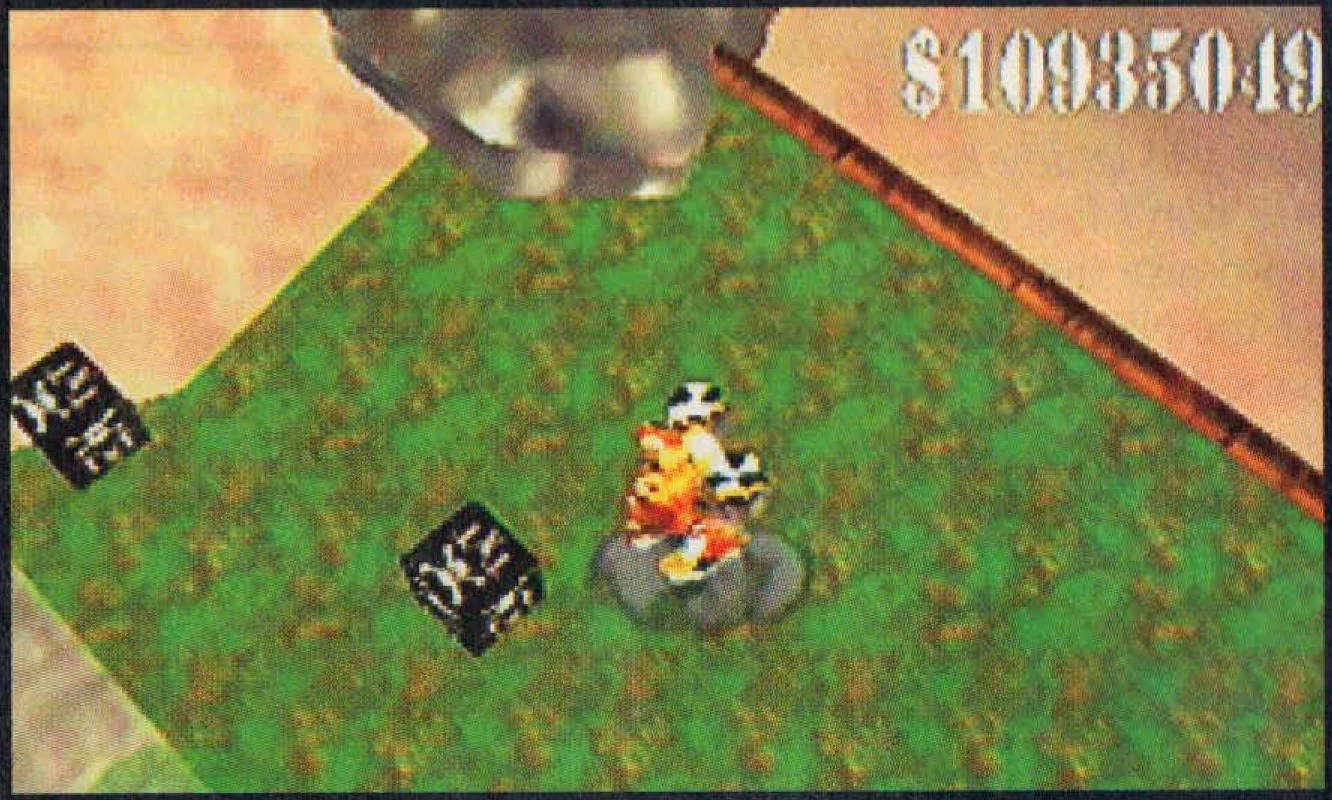
6. LYLAT WARS
If you make formation with Peppy, Falco and Slippy near the end of Sector Y, you get an extra life!
Adam Koleda, London

7. TOP GEAR RALLY
After completing each successive season you get the Milk Float, Helmet Car, Beach Ball, Cube Car and, finally, Mirror car (push bottom C to get the mirror finish). The hidden Skid Mine track is accessed by coming first on each track in the final season of both normal and mirror championships. Annoyingly, this is then only available in Arcade and Time Trial.
Steve, Manchester (send us your address for a badge!) and A. Rutherford, Macclesfield

8. BLAST CORPS
I've found another way of making life simpler on Diamond Sands. Rather than sliding through the sheds you can use the railway tracks to give you a downwards push on them, to similar effect. This tip is quite easy to use once you have the correct angle.
Greg Williams, Horsham

9. PILOTWINGS 64
If you use the cheat in issue 7 where you clip the ground to gain speed, I've found that if you then dive to lose altitude your speed will increase even more. Using Goose, I have managed to achieve 401kmh. After 390kmh, however, you lose control of being able to move up or down.
Michael Hall, Hunsdon

10. BLAST CORPS
Stomp J-Bomb on to a TNT crate. It shoots out and doesn't stop for ages. Great fun!
Keith Noble-Nesbitt, Co. Durham



YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

You're through to... THE NINTENDO

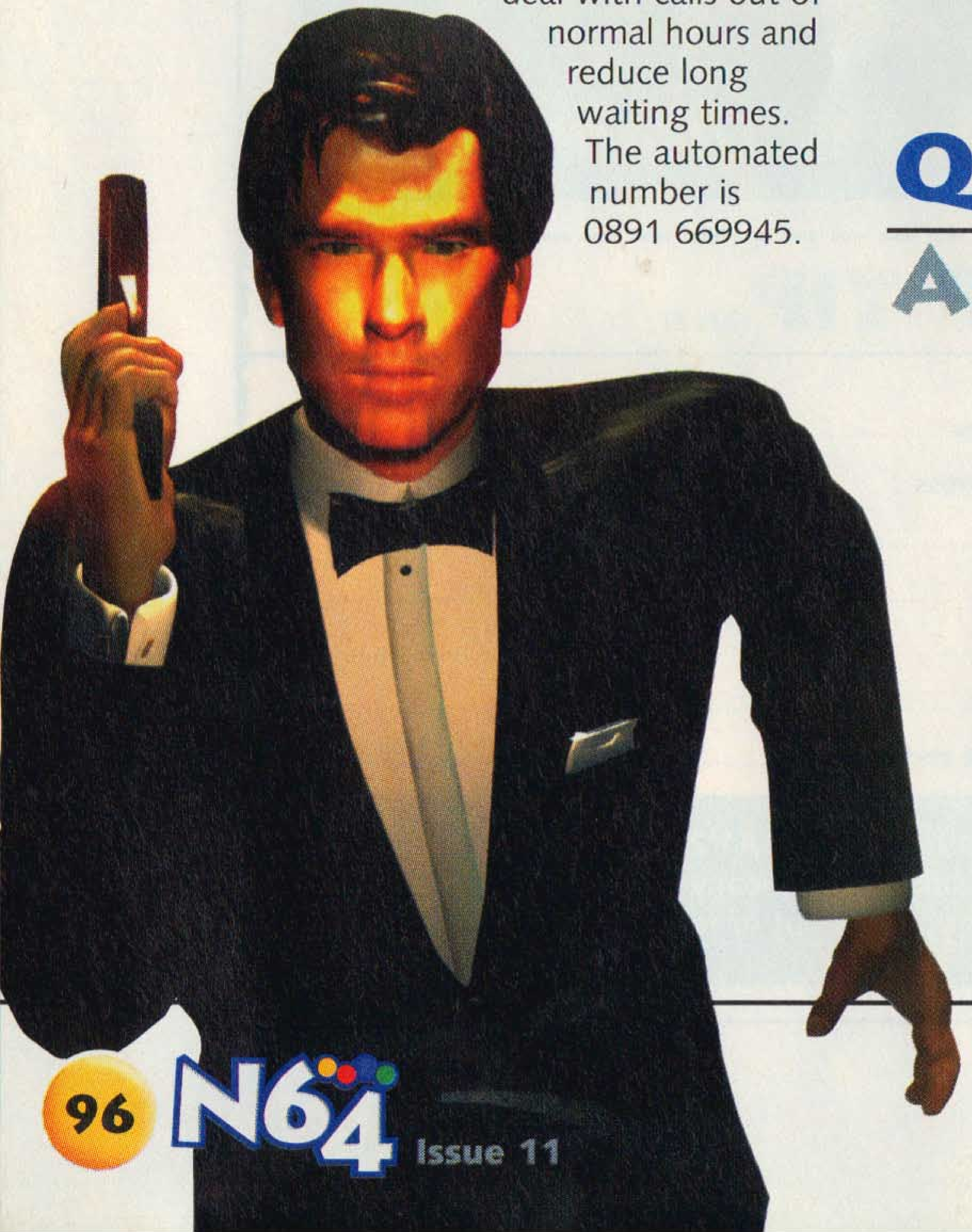
If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

The phenomenal amount of calls we have been receiving is an indicator of just how many of you lucky things have now got N64s. So many in fact, we have now started up our own fully automated Hotline.

The automated Hotline runs 24 hours a day, seven days a week and will operate in conjunction with our own Hotline. The calls will cost 50p a minute, so make sure you get permission.

The automated Hotline will deal with most of the mainstream titles, providing full information on almost every aspect of the game via a push button menu system. The games currently covered are: *GoldenEye*, *Mario 64*, *Shadows of the Empire*, *Lylat Wars* and *Diddy Kong Racing*.

Please don't feel that this service will compromise the person-to-person help that the Nintendo Hotline has always stood for. We are still here during normal hours to help you *in person*. The automated Hotline will deal with calls out of normal hours and reduce long waiting times. The automated number is 0891 669945.



GOLDENEYE 007

Questions that just kept popping up.

Q On the first level, I can't get past the the locked gate where the truck stops.

A Just to the right of the gate there's a switch with a red and green light. Walk up to it and hit your B button to activate the opening mechanism.

Q On the Dam level, where do I have to put the Covert Modem?

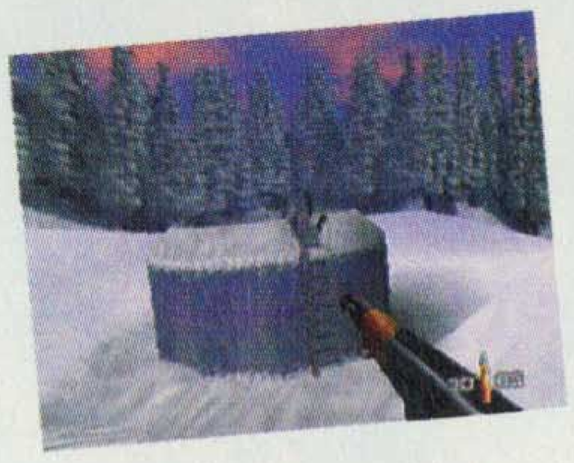
A Just past the stopped truck is a fence. Open the fence and walk to the end of the building on the other side of the crates. Place the Modem on the small computer screen behind the crates, by selecting the Modem from your item list, aiming at the computer screen and hitting the Z trigger button.

Q On Mission 2, the Facility, how do I open the security doors?

A There are two parts in the mission with these doors. The doors can only be opened by the computer consoles which are normally nearby. Stand in front of the computer and press B to activate them.

Q How do you power down the Communications Dish on Mission 2, part 1?

A From start, head forward along the path. Don't take any side-paths until you reach a T-intersection, you'll see the Communications Dish ahead of you. Walk forward over the snow to reach the building. Enter the double doors and head forward. Go up the stairs and enter the second door. Ahead of you will be a computer. Walk to it and press B to power it down. Don't shoot it!



Q Mission 2, part 2 tells me to photograph the video screen and analyse the GoldenEye key. Where do I get a camera and how do I copy the key?

A When you start the mission, you automatically have a camera and analyser. Pause the game and press right to go into your item list – they are both at the bottom. To take the photo, stand in front of the video screen with the camera selected and press Z. To copy the key, pick up the *GoldenEye* key from the desk, then select the analyser and press Z. When the message 'key analysed' appears, press Z once more to replace the original key on the desk.

Q On the Silo, where is the satellite I need to photograph and how do I obtain the telemetric data on the Secret Agent level ?

A To get the DAT tape containing the telemetric data you need to work your way through to room 4-K2 which is the third fuel room. As you enter, the scientist directly to your right will have the tape. The satellite is in room 4-A1, the fourth fuel room you enter. It looks like a silver cylinder with blue solar panels. Stand in front of it and use your camera (in your item list).

Q Where do I meet Janus in the Statue Park?

A After talking to Valentin, leave the container you find him in and head right. Follow the right hand wall until you come to a gap in the fence. Go through this gap and keep heading forwards until you find a big statue of Lenin. Touch the statue and Janus and his men will appear behind you.

Q In the Statue Park mission Natalya keeps getting killed at the end.

A This is because you are approaching the guards armed. If you walk up to them

☎ (01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

unarmed they will capture you and and you will complete the mission.

Q I've rescued Natalya from the guards in the Military archives but she's run off. Where do I find her and where next?

A Once you've rescued Natalya she'll more than likely clear off and leave you to it. Typical. Still, she only goes to one of two places – the third interrogation room (near where you start the level, upstairs) or the attic (from where you rescue Natalya, exit the room, turn right and climb the stairs in the right hand corner of the room). Once you have found her go back to the room with the balcony going all the way round, head downstairs, exit through the door on the far side and enter the door on the left. Blow open the windows with any of your weapons and walk through to complete the mission.

Q The Jungle stage is too hard! I can't kill Xenia.

A There are several ways to get rid of Old Steel Thighs. Try walking onto the bridge until she talks to you. Then quickly back away and stand at the start of the bridge using the AR-33. Always aim for her head as this does more damage. Dropping remote mines on the bridge and detonating them as she runs over them also works a treat. Also, if you aim diagonally, she won't shoot back.

Q I've found the train at the depot but I can't get into it.

A The train has two double doors on the side which are quite hard to spot. Stand in front of the doors and press your 'B' button to enter. Although there will be guards inside, as soon as you get onto the train the mission will end.

Q I've disabled the brakes on the Train level and rescued Natalya but I don't know how to leave the train. All the doors are locked.

A Cor, I don't know. First of all you want ON the train now you want OFF. Okay, okay. When you enter the room with Natalya look down to your left and you will see a floor panel welded down. While Natalya searches for Boris's password (knew she had to be good for something) get cracking with your watch laser to break the seals on the panel. Once the password is obtained (watch out for the OBJECTIVE COMPLETE indicator in the corner of the screen) drop through the hole and run to the end of the train, dodging the gunfire until the mission ends.

Q I'm having problems protecting Natalya on the Control stage.

A This is probably one of the hardest levels in the game. There is no way to guarantee Natalya's safety as she seems to attract bullets. The easiest way we've found to do this involves destroying the desks (apart from the one she works at, obviously) before opening the door that lets her out. This gives you a clear line of fire over the entire area. Stand facing Natalya's back as she works, with your back to the wall. You then only have to turn left or right to kill the guards as they come down the stairs. Use the sight to target the guards before they reach the bottom of the stairs and always aim for the head to kill them with fewer shots.

Q How do I kill Trevelyan on the Cradle stage?

A To kill Trevelyan, follow him as closely as possible after destroying the computer console. Keep shooting and eventually he will say 'Finish the job James... if you can!' He will then disappear down to the bottom level of the cradle where he will drop through a hole in the floor. Follow him through the hole and once you land on the circular platform, shoot him continuously to make him drop off.

General Hints & Tips

- **Always use the sight unless you are playing on Agent level. It enables you to be more accurate and far more deadly at range.**
- **Always aim for the head whenever possible. This does far more damage.**
- **Tempting as it may be to try to resist running around shouting 'here I am with a big gun, come and shoot me', it's not big or clever and will result in you dying *very* quickly.**
- **Stealth is by far the best method for completing most levels of the game. Don't be scared to take your time over a shot if it means the difference between sweet victory and a swift kick to the happy sack.**
- **The cheats can only be accessed by completing the correct levels on the correct difficulty setting and you can't use a cheat to get a cheat.**
- **The hidden levels, Aztec and Egyptian, are only available after completing the game on Secret Agent and 00 Agent respectively.**
- **Always check your inventory before you start a mission. There may be an item that you need that you didn't realise you had.**

GO! GO!

I'M THE BEST

So you think your score's something to shout about? Send it on in to us and we'll let you know if it's time to start hollering!

Hello, good evening and welcome to another edition of I'm The Best. Of course, all of you mark your envelopes as 'I'm The Best', but only some of you can actually be the best. In a very narrow sense. But in a greater sense, you're all winners! All part of that gaming collective, swapping stickers in the metaphorical Nintendo Playground, kicking a footy around Joypad Park, ribbing each other onto greater heights and glories. Or something. (It's been a long day.) Hmm.

Anyway, if you think you're a bit tasty at a game, then don't hesitate to send us your efforts (see the 'How To Enter' box on the next page). If you come top in a given category, you'll have earned yourself a sparkly and much sought after **N64** pin badge, as seen in that Fererro Rocher advert ("Ah, Monsieur, you are spoiling us wiz 'ese **N64** badges"). Good luck with your gaming and, most of all, have fun!

NEW HIGH SCORE!

LAAAADEEEEES AN' GENNNNLEMEEEEN! We have ourselves a winner! Striding Colossus-like from the carnage of the race, Steve Ridley is the undisputed winner of our Koopa Troopa Beach compo, with a sterling time of 01'38"31. Well done, sir! A Sharkpad Pro is winging its way towards you as we speak. Ramsgate's gene pool must be rich indeed.

WIN A CONTROLLER!

Elsewhere, things are hotting up in our *Lylat Wars* compo, with Keith McBean's unconfirmed effort leaping ahead of Jon Davies' valiant score. Remember, we're looking for total hits on Corneria only. Mark your entries "I'm A Top Lylat Pilot" and send to the usual address.

THIS MONTH'S SCORE TO BEAT

Starfox
Total number of hits on level 1, Corneria
263

Star Performance

This month's Star Performance award goes to Aaron Carroll of Yorkshire, who is the first person to tell us that he's completed all 57 (go on, count 'em) of the platinum medals on *Blast Corps*, along with photographic evidence that holds the legend "You Can Stop Now". We ran out of steam after about, ooh, three. He even included a photo (disturbingly) of himself, reasoning thusly: "You can print it in that cool mag of yours, with a suitable caption like 'Britains' best games player'." Well, we don't know about that, but congrats on your achievement. Something N64-ish is on its way to you.

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick

1	0'12"3	Confirmed	Owain Brimfield, Peel
2	0'13"5	Confirmed	Owain Brimfield, Peel
3	0'13"8	Confirmed	Barry Gannon, Caithness
4	0'16"0	Confirmed	Richard Savage, Berkshire
5	0'16"1	Confirmed	John McCormick, Fife
6	0'16"7	Confirmed	Matthew South, Sheffield
7	0'16"8	Confirmed	Stelios Giamerolos, Greece
8	0'17"2	Confirmed	Andrew Densley, Bath
9	0'17"3	Confirmed	Neil Tate, Doncaster
10	0'17"7	Confirmed	Erwin Zeevart, Holland

Peach Slide

1	0'12"7	Confirmed	Stelios Giamerolos, Greece
2	0'13"0	Confirmed	Trev Henderson, Harrogate
3	0'13"0	Confirmed	Marc bennett, Newcastle
4	0'13"1	Confirmed	Zahir Ishani, Surrey
5	0'13"2	Confirmed	Dave Parsons
6	0'13"2	Confirmed	Stelios Giamerolos, Greece
7	0'13"3	Confirmed	Andrew Mills, Londonderry
8	0'13"3	Confirmed	Ed Quinn, Manchester
9	0'13"3	Confirmed	Micke Laasko, Finland
10	0'13"3	Confirmed	Vince McDonald

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick

1	0'17"6	Confirmed	GK, Darlington
2	0'18"3	Confirmed	P. Dimba, Tonbridge
3	0'19"0	Unconfirmed	Ryan Cowell, Cramlington
4	0'19"7	Confirmed	Nigel Butterfield, Manchester
5	0'21"0	Unconfirmed	Andrew Watson, Blackpool

Peach Slide

1	0'13"2	Confirmed	James Adams, Bury
2	0'13"3	Confirmed	P. Dimba, Tonbridge
3	0'13"4	Unconfirmed	Richard Durkin, Newcastle
4	0'15"9	Confirmed	P Dimba, Tonbridge
5	0'16"0	Confirmed	Ciaran Haren, Belfast

WAVE RACE 64

(PAL)

Time Trial Sunny Beach

1	1'15"149	Confirmed	Gareth Gibson, Rickmansworth
2	1'15"830	Confirmed	Andrew Mills, Londonderry
3	1'16"280	Confirmed	Andrew Cole, Bracknell
4	1'16"293	Confirmed	Jonathan Mielcarek, Somerset
5	1'17"005	Confirmed	Chris Tape, Rayleigh

Stunt Mode, Dolphin Park (Any version)

1	40490	Confirmed	Stelios Giamerelos, Greece
2	40472	Confirmed	Norman Obeseki, Leeds
3	28160	Confirmed	Jon Oyvind Tosdal, Norway
4	26073	Confirmed	Nicky Stanford, N. Ireland
5	25195	Confirmed	Michael Ferret, Braunton

Glacier Park – Time Trial

1	1'41"08	Confirmed	Trevor Scannell, Barking
2	1'44"979	Confirmed	Aaron Carroll, West Yorks
3	1'45"480	Confirmed	Andrew Cole, Bracknell
4	1'46"189	Confirmed	Nick Tew, Swindon
5	1'47"778	Confirmed	Jonathan King, Dorchester

Glacier park – Stunt Mode

1	60545	Confirmed	Norman Obeseki, Leeds
2	58670	Confirmed	Norman Obeseki, Leeds
3	52165	Confirmed	Jonathan King, Dorchester
4	51864	Confirmed	Stelios Giamerelos, Greece
5	36205	Confirmed	Aaron Carroll, West Yorks

(AMERICAN/JAPANESE)

Time Trial Sunny Beach

1	1'03"755	Confirmed	William Lam, Bristol
2	1'04"726	Confirmed	Dilpesh Varsani, London
3	1'05"266	Unconfirmed	Paul Knight, Exmouth
4	1'05"478	Confirmed	GK, Darlington
5	1'05"820	Confirmed	Carl Waters, Telford

GO! GO!

MARIO KART 64

(PAL)

Luigi Circuit

	Time	Status	Name
1	1'33"67	Confirmed	*Graham francis, Cronleigh*
2	1'41"31	Confirmed	*Stephen Ball, Macclesfield*
3	1'42"50	Confirmed	*Richard Dunn, Lincolnshire*
4	1'43"07	Confirmed	*Joe Timms, Ashcott*
5	1'44"43	Confirmed	*Thomas Foster, Derby*
6	1'52"82	Confirmed	*Andrew Mills, Londonderry*
7	1'53"07	Confirmed	*Trevor Scannell, Barking*
8	1'57"32	Unconfirmed	*Richard Gale, Milcote*
9	1'58"76	Confirmed	*Margaret Hodge, Cheshire*
10	2'00"09	Unconfirmed	*Thomas McAlinden*

Royal Raceway

	Time	Status	Name
1	2'10"18	Confirmed	*Gary Thomson, Bonnyrigg*
2	2'11"07	Confirmed	*Trevor Scannell*
3	2'11"10	Confirmed	*Andrew Mills, Londonderry*
4	2'11"11	Unconfirmed	*Gary Thomson, Bonnyrigg*
5	2'11"87	Confirmed	*Jason Lam, London*
6	2'11"99	Confirmed	*Martin Conroy, Leeds*
7	2'12"29	Confirmed	*Andy Liu Kly, London*
8	2'12"34	Confirmed	*Chris Sheperd, Nunthorpe*
9	2'12"49	Confirmed	*Phillip Richardson, Isle of Man*
10	2'12"76	Confirmed	*Steven Donnelly, Northumberland*

Koopa Troopa Beach

	Time	Status	Name
1	1'38"31	Confirmed	*Steve Ridley, Ramsgate*
2	1'39"63	Confirmed	*Andrew McClue, Herts*
3	1'40"34	Confirmed	*Stelios Giamerelos, Greece*
4	1'40"52	Confirmed	*Richard Dunn, New Leake*
5	1'40"88	Confirmed	*Gary Tomson, Bonnyrigg*
6	1'41"18	Confirmed	*Martin Conroy, Leeds*
7	1'41"90	Confirmed	*James Watt, Higham*
8	1'42"13	Confirmed	*Ben Murphy, Ilfor*
9	1'42"32	Unconfirmed	*Thomas McAlinden, Lurgan*
10	1'42"44	Confirmed	*Andrew Hannath, Swindon*

Frappe Snowland

	Time	Status	Name
1	00'31"07	Confirmed	*S. P. Richards, Dorking*
2	00'32"32	Confirmed	*Tommy Earl, Heaton*
3	00'33"07	Confirmed	*Howard Paul, Bristol*
4	00'42"56	Confirmed	*Jason Lam, London*
5	00'44"41	Confirmed	*Erwin Zeevart, Holland*
6	00'44"65	Confirmed	*Gary Thomson, Bonnyrigg*
7	00'45"99	Confirmed	*Danny Dunn, Lincolnshire*
8	00'47"89	Confirmed	*Andrew Birch, Cumbria*
9	00'48"29	Confirmed	*Trevor Scannell, Barking*
10	00'52"33	Confirmed	*Vince McDonald, Cumbria*

Bowser Castle

	Time	Status	Name
1	2'19"39	Confirmed	*Gary Thomson, Bonnyrig*
2	2'20"33	Confirmed	*Martin Conroy, Leeds*
3	2'20"42	Unconfirmed	*Gary Thomson, Bonnyrigg*
4	2'21"44	Confirmed	*Richard Dunn, Lincolnshire*
5	2'21"94	Confirmed	*Ian Gore, Somerset*
6	2'22"47	Confirmed	*Nick Tew, Swindon*
7	2'23"15	Confirmed	*Martin Conroy, Leeds*
8	2'23"47	Confirmed	*Nick Syrad, Reading*
9	2'23"47	Confirmed	*Andrew Birch, Cumbria*
10	2'23"76	Confirmed	*John McCormick, Fife*

Banshee Boardwalk

	Time	Status	Name
1	2'09"19	Confirmed	*Gary Thomson, Bonnyrigg*
2	2'10"70	Unconfirmed	*Gary Thomson, Bonnyrigg*
3	2'12"66	Confirmed	*Martin Conroy, Leeds*
4	2'20"42	Unconfirmed	*Gary Thomson, Bonnyrigg*
5	2'21"44	Confirmed	*Richard Dunn, Lincolnshire*
6	2'21"94	Confirmed	*Ian Gore, Somerset*
7	2'22"08	Confirmed	*Ole Rosand, Norway*
8	2'22"47	Confirmed	*Nick Tew, Swindon*
9	2'23"15	Confirmed	*Martin Conroy, Leeds*
10	2'23"47	Confirmed	*Nick Syrad, Reading*

(AMERICAN/JAPANESE)

Luigi Circuit

	Time	Status	Name
1	1'27"66	Confirmed	*George Papapetrou, London*
2	1'40"23	Confirmed	*Marc Duport, Guernsey*
3	1'41"17	Unconfirmed	*Richard Durkin, Ponteland*
4	1'42"12	Confirmed	*George Papapetrou, London*
5	1'42"76	Confirmed	*Steven Dyson, Poulton le Fylde*
6	1'42"92	Confirmed	*Mike Davis, Dundee*
7	1'43"01	Confirmed	*Tatu Luostavinen, Finland*
8	1'43"06	Confirmed	*Mike Hurry, Aberdeen*
9	1'43"33	Confirmed	*Mark Lethbridge, Broadstairs*
10	1'43"45	Confirmed	*Andrew Taylor, Reading*

Mario Circuit

	Time	Status	Name
1	0'54"32	Confirmed	*Andrew Mills, Londonderry*
2	0'54"46	Confirmed	*George Papapetrou, London*
3	0'54"58	Confirmed	*Marc Dupont, Guernsey*
4	0'54"64	Confirmed	*Steven Dyson, Poulton le Fylde*
5	0'54"82	Confirmed	*Marios Papapetrou, London*
6	0'55"12	Confirmed	*Ian Chan, Stirlingshire*
7	0'55"36	Confirmed	*Marc Duport, Guernsey*
8	0'55"70	Confirmed	*Graham Dibley, Basingstoke*
9	0'55"82	Confirmed	*Mike Hurry, Aberdeen*
10	0'55"83	Confirmed	*Robert Klooskeihois*

Royal Raceway

	Time	Status	Name
1	1'46"68	Confirmed	*Andrew Mills, Londonderry*
2	1'48"28	Confirmed	*George Papapetrou, London*
3	1'49"63	Confirmed	*Steven Dyson, Poulton le Fylde*
4	1'50"14	Confirmed	*Marc Dupont, Guernsey*
5	1'50"43	Confirmed	*Jon Stanley*
6	1'51"19	Unconfirmed	*Richard Durkin, Ponteland*
7	2'32"73	Confirmed	*Arthur van Daless, Holland*
8	2'33"84	Confirmed	*Matk Lethbridge*
9	2'34"10	Confirmed	*Nick Payne, London*
10	2'34"26	Confirmed	*Mike Hurry, Aberdeen*

TUROK

(PAL)

Time Challenge Mode

	Time	Status	Name
1	1'23"	Confirmed	*Stuart Richards, Dorking*
2	1'39"	Unconfirmed	*Andrew Mills, Londonderry*
3	2'28"	Confirmed	*S. P. Richards, Dorking*
4	2'32"	Confirmed	*Wayne Starkey, Harpenden*
5	2'37"	Confirmed	*Matthew Griffiths, Colchester*
6	2'39"	Confirmed	*Andrew Mills, Londonderry*
7	2'40"	Confirmed	*Martin Sturrock, Goostrey*
8	2'44"	Confirmed	*Paul Taylor, Poynton*
9	2'46"	Confirmed	*Jamil Yahyaoui, Belfast*
10	2'48"	Confirmed	*Scott Brown, Stocksfield*
11	2'50"	Confirmed	*Karen Callow, Winton*
12	2'51"	Confirmed	*Stephen Daulby, Warrington*
13	2'53"	Confirmed	*Tony Hills, Cleveland*
14	2'53"	Confirmed	*Johannes Virtannen, Finland*
15	2'53"	Confirmed	*Tom Walker, Essex*
16	2'57"	Confirmed	*Nick Perry, Pontypool*
17	2'58"	Confirmed	*Joe Timms, Ashcott*
18	2'59"	Confirmed	*Erwin Zeevart, Holland*
19	3'32"	Unconfirmed	*Neil Plant, Falmouth*
20	3'00"	Confirmed	*William Lam, Bristol*

STARFOX

(ANY VERSION)

Level 1, Corneria

	Score	Status	Name
1	263	Unconfirmed	*Keith McBean*
2	231	Confirmed	*Jon Davies, Wallingford*
3	226	Confirmed	*P. Dimba, Tonbridge*
4	224	Confirmed	*Andy Hurst, Havant*
5	222	Confirmed	*A. Barker, Gwent*
6	215	Unconfirmed	*Richard Durkin, Ponteland*
7	214	Confirmed	*Barnaby Skinner, East Sussex*
8	213	Confirmed	*GK, Darlington*
9	213	Confirmed	*Jon Davies, Wallingford*
10	207	Confirmed	*Seth Eagles, Gwynedd*

Total Hits

	Score	Status	Name
1	1938	Confirmed	*Jon Davies, Wallingford*
2	1832	Confirmed	*S. P. Richards, Dorking*
3	1745	Confirmed	*Michael Lai, Liverpool*
4	1729	Confirmed	*Seth Eagles, Gwynedd*
5	1613	Confirmed	*Pekka Tarkka, Finland*
6	1598	Unconfirmed	*Richard Durkin, Ponteland*
7	1540	Confirmed	*Barnaby Skinner, East Sussex*
8	1536	Confirmed	*GK, Darlington*
9	1523	Confirmed	*P. Dimba, Tonbridge*
10	1450	Confirmed	*Nick Payne, London*

How to enter

NEW LEAGUES!

With all the new N64 games on the shelves we've decided to stretch your gaming prowess just that little bit further. We're planning to include new leagues for *Lylat Wars*, *GoldenEye*, *Blast Corps*, *Top Gear Rally* and *Diddy Kong Racing* – and that's just for starters. You can enter as many of the new leagues as you like, but remember you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos, likewise, must have a label attached with the aforementioned information available. Send all your bits to:

I'm The Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

If you'd like your videos/photos back, please include a stamped, addressed envelope and we'll do our best to get 'em back to you. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the relevant issue – it'll be there in the next one.

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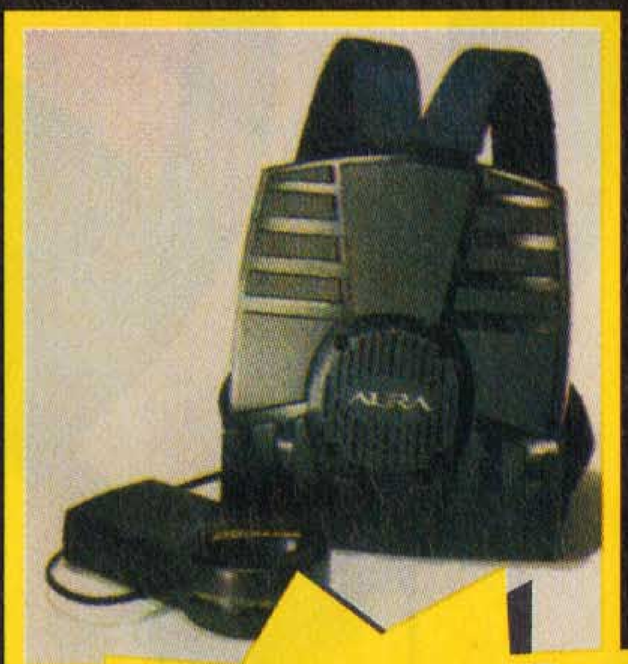

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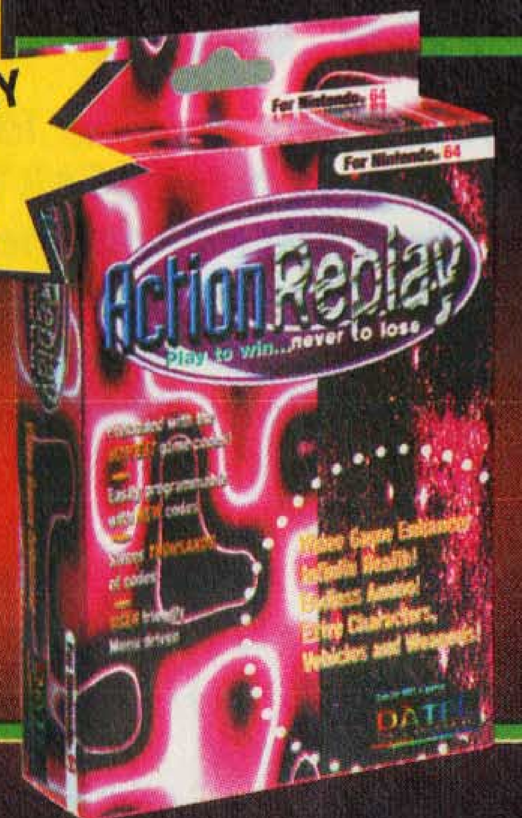

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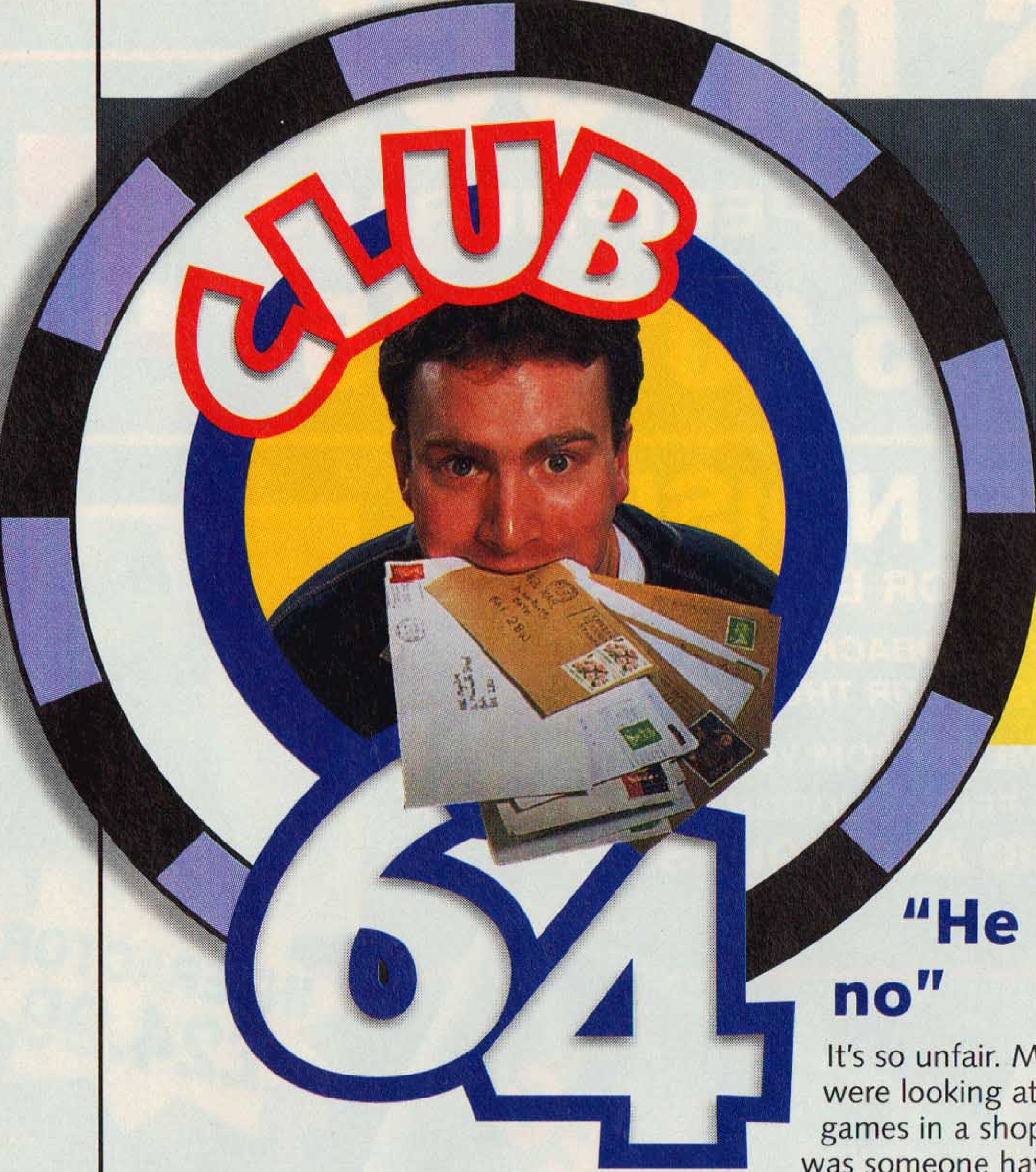


Happy New Year! But 1997 won't go away just yet. Our postbag is bursting with your concerns about it, so let's empty them all out, sift through them and address them all, so that our consciences may be clear ready for a fresh start in 1998.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!

"Sugar high"

I was on a sugar high, eating my Sherbet Fountain, when I ripped it open to see if I'd won the competition and, to my surprise, I had! I had actually won, and so I thought, why not give this fantastic prize to **N64** Magazine? So I have.

Merry Christmas!
Stuart Veasey, Manchester

That's very kind. We shall claim our Hot Wheels Model Vehicle forthwith. **Ed**

"A job reading"

I'm 67. As my eyes are not what they used to be (they used to be my ears), I have a job reading these black words on a dark blue background. I like to read all of the mag, and it takes a while to read these dark words on a dark background. Let's have white words on dark backgrounds, eh?
Gerry Langdon, Southampton

Wil tries to make the words blend into the background so they don't distract you from his pictures. **Ed**

"He said no"

It's so unfair. Me and a friend were looking at computer games in a shop, and there was someone having a shot of *GoldenEye*. When he was finished I asked a member of staff if I could have a shot, and he said no, they didn't let people do that. Why do younger people get treated like this?
Stephen Reid, Hamilton

Tell him we'll come and duff him up unless he lets you have a go. **Ed**

"My ears"

Upon visiting my local Toys 'R' Us (in Ipswich), to buy a SCART cable for my N64, I found that they were selling many N64 games at a far lower price than any local retailer. The day before, I'd bought *GoldenEye* in Choices Video Plus for £49.99. I then discovered that Toys 'R' Us were selling it for £37.99. I was extremely cross. (Smoke comes out of my ears as I write.) They were also selling *Lylat Wars* for only £49.99. I'd paid £60!
Jonathan Appleyard, Bury St Edmonds

Bah. At least you'll know where to head for your N64 games in future, eh? **Ed**

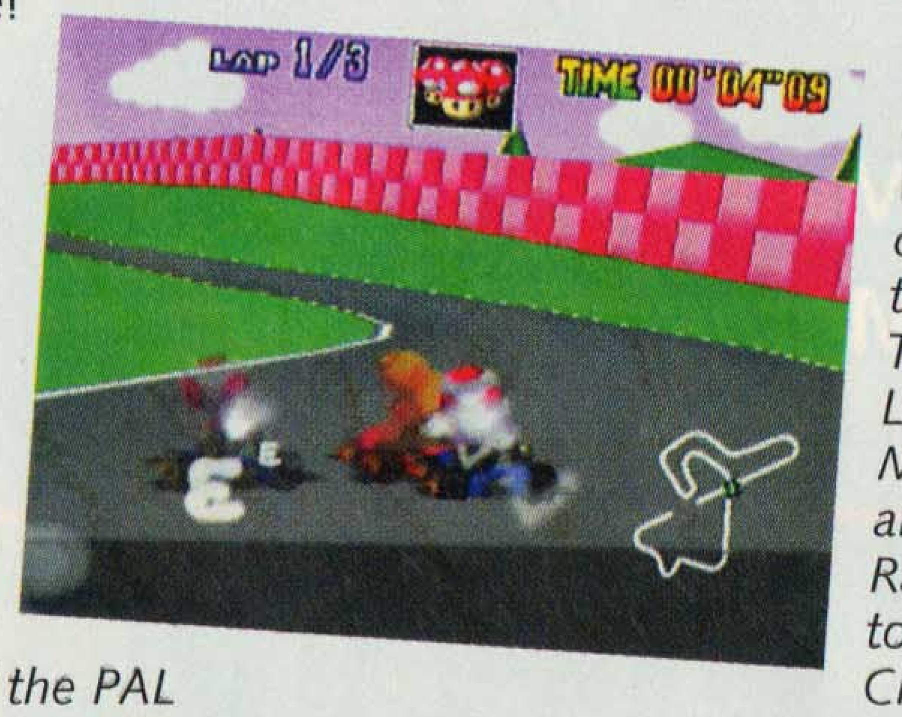
"Icy water"

In issue 9's Club 64 you printed a letter titled "In circles". Well, I've had some problems with another *Mario Kart* ghost, this time on Sherbet Land.

I chose Peach and I saved my ghost, a time of 01'06"78, and chose retry. As I started, the ghost was ahead of me. Then the problem arose. The ghost slowed down after the second corner and started shaking violently. It plunged into the icy water, and you could see it in the water. It didn't get lifted out or anything – it just stayed there.

So what's going on? Is there some bug in *Mario Kart* which makes the ghosts go all funny? Please tell me! I want to know!
Colin Sales, Bishopton

We've still never had this happen to us. We generally play the Japanese version, because Luigi says "Icky is a poo!" in it, so maybe it's a quirk of the PAL conversion. **Ed**



"Stumbled"

While looking back through the first issue of your brilliant magazine, I stumbled across a couple of mistakes! In your *Starfox 64* preview you had a picture of Bill (Fox's dogfighting friend) saying "General Pepper" beside it, when we all know General Pepper is the geezer in the red suit. the second mistake was on page 20, where there was a preview of *FIFA 64* in which you said it's much improved over the PlayStation version and looked promising!
Peter O'Connor, Felbridge

If anyone else has spotted any mistakes in past issues of **N64** *Magazine, would they please make their way to a conveniently rugged piece of coastline and, after a lengthy run-up, leap into the turbulent water below.* **Ed**

"Something"

I was recently informed, by a friend, that if you do three courses on *Mario Kart 64* in under a certain amount of time, something special happens, but he can't remember what.
Grant Kerrigan, Glasgow

Tsk. Pay attention. We covered this in **N64***/4. If you can crack certain times in Time Trial mode on Luigi Raceway, Mario Raceway and Royal Raceway, you get to race against CPU-driven ghosts of Luigi, Mario and the Princess. The times are roughly 02'10", 01'47" and 03'15" respectively.* **Ed**

"The barns"

Is it just me, or has anyone else noticed how good *Pilotwings 64* actually is?

I've had it since March when I bought my spanking new (£250) N64, and I still haven't had enough of it yet! I could have bought *Mario 64*, but no – being of the flying type I bought this instead. It's probably one of the N64's hardest games. I only got gold on everything in October. That's lastability

Because of the freedom it gives you to do anything, you can set your own challenges in a bid to truly

'beat' it, such as landing the Gyro on the roof of Holiday Island's hotel, and trying to fly through the barns in mini-USA (it can be done!). This 'making your own rules up' is something that just can't be done in *Blast Corps* or *Mario*.

So there. I think it's the best game ever – even better that *Lylat Wars*, which is excellent.

Ah, I think I'll land it on the Hoover Dam... Damn...

Barrie Russell, Norwich

It's true. Pilotwings 64 *is one of the most under-rated (except by us) games ever created. Maybe if it had a multiplayer mode more people would take notice of it.* **Ed**

"Bar none"

I am writing to express my delight with Rare's contribution to the N64 this Christmas. I believe that they have showed the N64 to be the monster that everyone thought it was going to be at launch with

DKR and *GoldenEye*, which I must say are the two best games I have ever played bar none (including *Mazza 64*).

This will hopefully up the standard of N64 games even higher, and force games companies to up their standards. So I have a feeling that it won't be long before we see the N64 used to its true potential to stunning effect. One thing's for sure: thanks to Rare it will be a great Christmas for the N64. So well done the Brits.

Jonathan Rees, Penzance

And so ends this month's Rare Are Great section. **Ed**

"My town"

Hi! I'm a Spanish guy that likes very much your magazine! I think it's the best magazine in the world, the best I've ever read. It's better than the Spanish magazines. The problem is that it reaches here two weeks after the UK. And it's very difficult to get it, because everybody wants to buy it and only five come each month to my town. Well, I've a Web page (in Spanish). If you want to visit it, it's at davandal.home.ml.org. However, it sometimes doesn't work properly so if you can't access it, you have to retry.

Pablo Grandmo, Spain

Hi! **Ed**

"156 mph"

You said in N64/8 that *Multi Racing Championship*'s top speed is 156 mph, while there's a screen-shot where it's going at 195 mph and another at 225 mph. Is this a mistake of yours, or am I losing my sight?

Michael Ellul, Malta

Ah, no, you see. For once we're in the right. Those Multi Racing speeds are in kilometres per hours, so we painstakingly converted them into miles per hour to give a fair comparison with Top Gear Rally. *So ha. (Gosh that felt good.)* **Ed**

DREAM ON

Rest a finger on your chin, gaze skyward and think of how games should be.

CONSTRUCTOR 64DD

How about a conversion of Acclaim's PC game *Constructor*? It'd be great! You could have four players building and knocking down buildings at the same time, slugging it out for dosh. If tenants really got on your case, you could bump 'em off! This game would be ideal for the 64DD. Go on, Acclaim – do your stuff!

Peter Wearn, Marton

This would indeed be ideal 64DD fodder, using the writable disc to keep track of your city. But, although Acclaim are apparently working on a PlayStation version of Constructor, *they've no plans for an N64 version. Come on, chaps!* **Ed**

PREDATOR 64

One game I'd really like to see on the Nintendo 64 would be *Predator 64* (as in the Arnold film and the Danny Glover sequel) where you get to do missions ranging from attacking South American communist bases to Columbian drug dealers in LA. Your character would be the Predator, and the game would be a lot more like *GoldenEye* than *Doom* or *Turok*, combining goals like skin-that-Green-Beret-dude and rip-that-dude's-spine-out and hard-out shooting. The N64 would be a great platform for supporting such a game with the graphics required for PredatorVision and other graphical effects like the cloaking device Predators use to keep themselves invisible. There could also be multiplayer capabilities too, where you enter the level unarmed and visible but pick up weapons and power-ups like Invisibility, SuperHoming Frisbee of Death, etc.

Bruce McPherson, New Zealand

That all sounds deeply unpleasant, although the special effects sound promising. The N64 could do the 'cloak' all right, as proved by Morphix *in* Dark Rift. **Ed**

OLYMPICS 64

This is my idea for a new game for the N64. I think it would be really cool if it was made into a game.

Catherine Allen, Armitage

A multi-event athletics game featuring Mario and his pals would certainly be excellent – sort of like Sega's Athlete Kings, *but cuter. As you suggest, you'd be able to attack each other with power-ups and everything.* **Ed**

"Stomping"

Your Japanese correspondent, a certain Mr. Everingham, seems to have been getting a little bit more cynical and bitter in recent months. Pray, what is the reason? Is he fed up with the poor treatment of the master console in its own stomping ground? Has he fallen behind in his Japanese homework? I think we should be told.

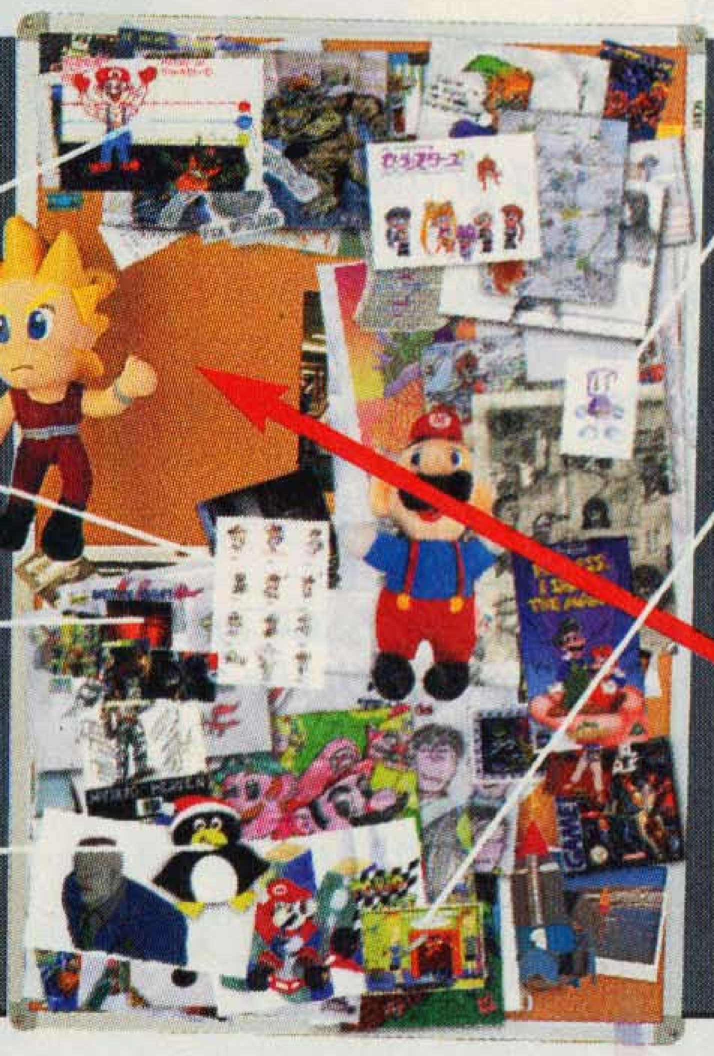
Neil Kearns, Hurstpierpoint

He'd merely been getting tense in the weeks preceding the release of O-Sumo. *He's fine again now.* **Ed**

GO! GO!

THE N64 BOARD

The N64 Magazine office seems to accumulate enormous amounts of 'stuff', which, for safekeeping, we pin onto the N64 Board.



Mario's muscles are a bit disturbing, but this anonymous Mario boxing pic is still good.

Some commendable *Power Pro Baseball 4* drawings here from **Justin Klim of Wells**.

Thanks, **Justin Wilkinson of Ashford**, for these cards.

A bit of a festive treat from **David Foreman of Bury St Edmonds**, here – a penguin.

Of all the *Bomberman* pictures we've been sent this month, **Michael Almond of Washington**'s is by far the best. He's gone for a purple colour scheme, with blue extremities.

We quite like Beavis and Butt-Head here at N64 Magazine, and so were appreciative of **Justin Kempton of Northolt**'s Christmas card.

Blank space.
(Do you have anything that might fill it? Then send it quickly to:
The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)

BONUS LETTERS

I'm just writing to remind the manufacturers of the world (especially Nintendo) that we need coloured Rumble Paks and 1Mb and 4Mb memory cards.
Anon, Farnborough

Blaze do coloured memory cards. Everyone's Rumble Paks are grey, though. **Ed**

What he actually says is "So long big Bowser."
A Robinson, Bishops Waltham

Stop. **Ed**

It looks like you have the PAL version of the *Starfox* tie, as all the colours seem washed out.
Justin Kempton, Northolt

It is the original NTSC version, but I washed it at too high a temperature. **Ed**

Would you please settle a dispute between my friend and me? He reckons that the 'Ganbare' of *Ganbare Goemon* should rhyme with 'Banbary' as in Banbary Cross and the cock horse, but I insist it should rhyme with 'fanfare'. This is very important.
Benjamin Coffer, Gerrards Cross

Your chum's right, I fear. The Japanese, like the Italians, pronounce every letter, so it's 'Gan-bah-ray'. **Ed**

Did you know that there are actually two trains running round Kalimari Desert on *Mario Kart 64*?
Scott McKenzie, Hill of Beath

We did, but thousands of other possibly didn't. **Ed**

Did you know that Charles Martinet, the voice of Mario, has a voice in the adventure game *Space Quest 6* on the PC? (At least, I think so. How many Charles Martinets can there be?)
Martin Røsok, Klavestadhaugen, Norway

We didn't. **Ed**

Did you know that there is an island of the Bahamas called Andros?
James Johnson, via e-mail

Eek. **Ed**

Will it come out?
David McGranaghan, Largs

Try tugging it. **Ed**

INVENTION CORNER

The more egg-headed of N64 Magazine's readers have dreamt up another selection of crackpot creations.

STEERING PAK

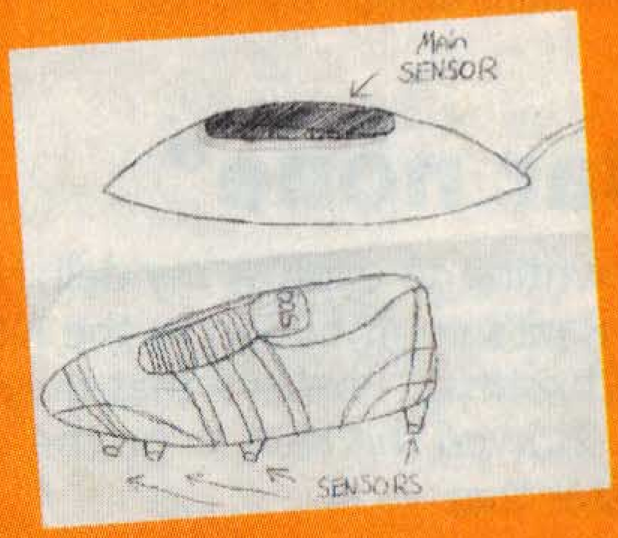
Why, the question must be asked, would anyone want to convert their Controller into a steering wheel, rather than merely buying a steering wheel in the first place? But many N64 readers are clamouring for such a device, and **Jon Davies** and **Lee Hobbs of Wallingford** have put more effort than most into their design. They've gone so far as to render it on some sort of computerised CAD system, showing it from every angle. "The Controller," Jon and Lee say, "once plugged in, can be used to 'steer' your vehicle in the game, rather like a steering wheel." Their cost estimate is £55, which includes a built-in Rumble Pak but no pedals.

FOUR-SIDED COIN

"In your *Nagano* preview," recalls **Daragh McDowell of Dublin, Ireland**, "you expressed the need for a four-sided coin. So I've taken the liberty of inventing you one." And he has. It consists of four Irish coins sellotaped together. The only problem we can see is that two of the sides have harps on them, so anyone calling 'harp' would stand a much better chance of winning than anyone calling 'bull' or 'fish'. "I've included 'adaptors', should the need arise to upgrade to a six-sided coin," adds Daragh. "Just sellotape them to the right spots."

BOOT PAK

Sandy McKenzie of Hill of Beath's invention has rather a specific use, perhaps, but it's a good one. "When it's England vs Germany on penalties," he explains, "put on this football boot and you can really take the penalty. Instead of studs it has sensors, so when it passes over the main sensor which is plugged into the N64 it reacts on the TV." Sandy envisages a price of £20, which seems reasonable enough.



Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.

"Popped it"

Why are 99% of memory packs crap? After my first memory pack (a Logic 3 one) started losing data I bought a new one (Datel 1Mb). I popped it into my joypad and eagerly saved a file on *Turok*. I turned the game off and reloaded it about 15 minutes later, and sure enough my data was missing.

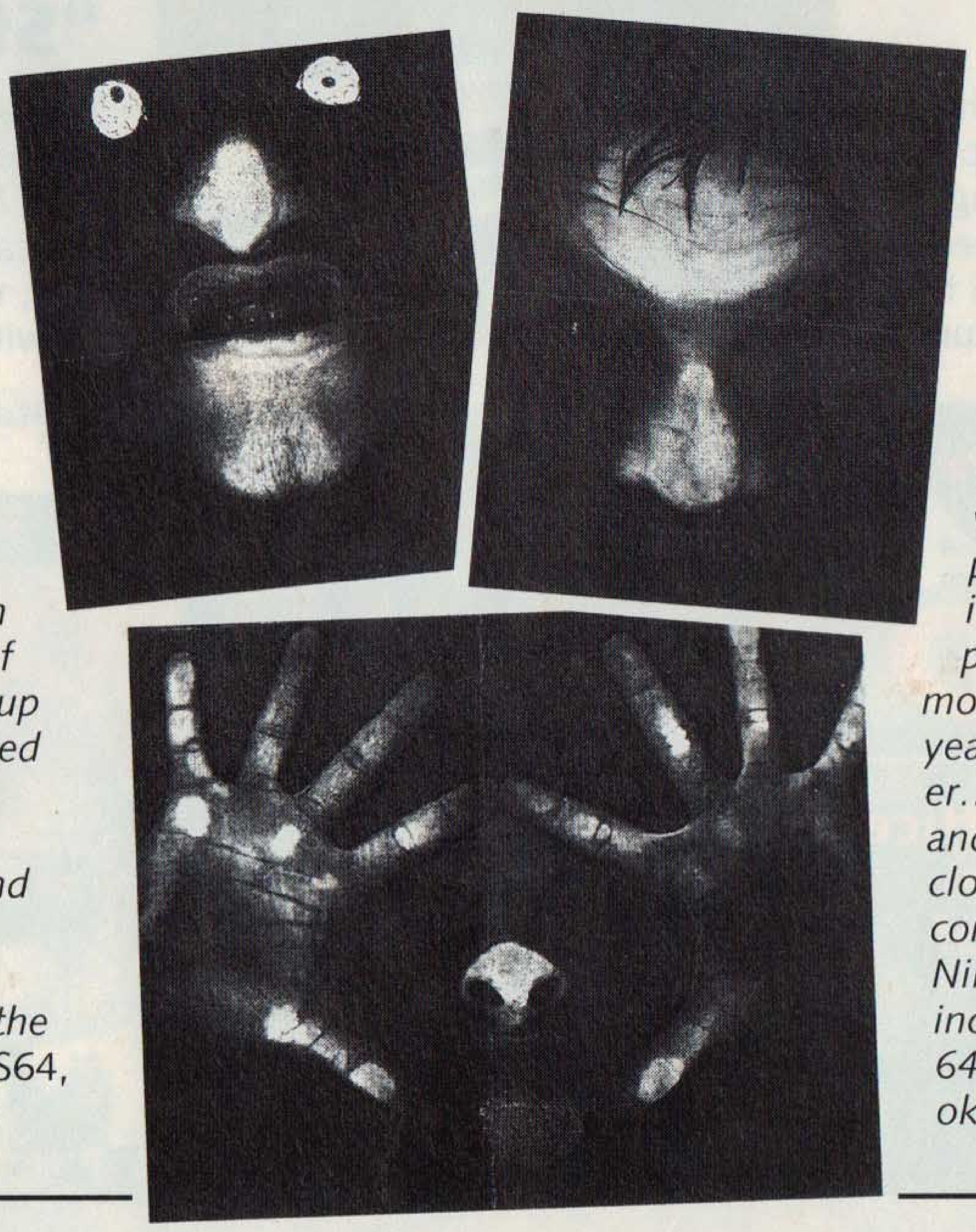
I returned this memory pack to the shop and swapped it for a Spook pack, but this kept losing data too. I now have a Blaze 1Mb pack and it works fine, even on my import games, so if anyone else out there is having problems they know which one to get.
Stuart Robinson, Alfreton

We've had no end of memory pack problems too, and we were planning to run a thorough investigation in this very issue of **N64** *Magazine. So Tim rounded up every pack available and subjected them all to ruthless testing, including bouts with very troublesome games like ISS64 and Turok. But irritatingly, with the spotlight on them, they all performed perfectly, apart from the Spook pack, which didn't like ISS64, and the Blaze one, which took a couple of attempts to get working. So that was that idea down the plughole.* **Ed**

"Some more"

Here are some more photocopies of me and Glenn.
Russell Cocklin, Romford

Eurch. **Ed**



"Tiny clocks"

I recently read an article in the Sunday Times regarding the programming of circuit boards that go into computers, VCRs and suchlike. I was disappointed to hear that the tiny clocks that go into these devices are only going to be able to work up until the end of the 20th century. I am no techno-freak so I didn't fully understand the complexities of it all. But I was thinking about how the 64DD will have a clock built into it. I don't want to find that, when we reach the 21st century, my Nintendo messes up and I have to send it away for months.
Seb Long, Bognor Regis

Fear not. The 'millennium bug' will be a problem for some people because, until recently, it hadn't occurred to programmers that they'd need more than two digits to store the year part of dates. (97, 98, 99... er...) So older computer software and electrical equipment with clocks in could well go haywire come the year 2000. But Nintendo are likely to be including four-digit dates in the 64DD's clock, so we should be okay. **Ed**

So tell me this...

Wherein those of an enquiring nature may sate their curiosity.

1. Is too much Rumble Pak action bad for your wrists?
2. Will the N64 Action Replay damage your games?
3. Why are we meant to play N64 games on the smallest screen available?
4. What's the most relaxing N64 game you've played?
5. Will the game of *Tomorrow Never Dies* ever come out?
6. Which Light Lunch presenter is funnier, Mel Giedroyc or Sue Perkins?

John Rogers, Coventry

1. No, but some say it'll turn you blind.
2. No.
3. Er, not sure. But we find games are best played on the largest screen available. Especially multiplayer GoldenEye 007.
4. Wil says Wonder Project J2. *But everyone else reckons* Pilotwings 64.
5. The GoldenEye *team are meant to have started work on another game, but Rare say it's not* Tomorrow Never Dies *and won't tell us any more. Personally, I hope very much that they're doing* Moonraker 007.
6. We never get to see Light Lunch, as we're always busy putting together **N64** *Magazine. But I did see Mel and Sue in real life once, and have to say they were both equally funny. Sorry to be indecisive.* **Ed**

1. Do I buy the cartridge *Zelda*, and then get extra levels with the 64DD version? Or is that a separate game? I'm confused.
2. I'm the owner of both an official Rumble Pak and a memory pack. I know you can't use both together, but I've heard Datel have made a combination Rumble/memory pack called the Shockwave. Do you recommend it?

Jamie Camp, Wickford

1. So are we. Nintendo don't yet seem to have decided what form the N64's second Zelda game will take. We'll let you know as soon as they do.
2. I direct you to the New Goods section on page 20 of this issue's Planet 64. **Ed**

1. Has a release date been confirmed for Seta's *Rev Limit*?
2. Are there any games coming out like *The Need for Speed*?
3. Have you got any news at all about *Wild Choppers*?
4. Have sales increased at all in Japan? And over here too, since the price drop to £99?
5. Are Namco making any beat-'em-ups like *Tekken*?

Luke Stanbrook, Southampton

1. Rev Limit *has been pushed right back till next summer, on account of being absolutely terrible at the moment.*
2. Not really, that I can think of.
3. You doubtless already have spotted the review.
4. Things still aren't going too well in Japan, and probably won't at least until Zelda *comes out, and possibly not until the 64DD comes out in June. Over here, though, N64 sales are ticking along nicely, loads of people having been tempted by the combination of the price cut and* GoldenEye 007. **Ed**

1. How long does each review take, per game?
2. Which racer should I get for Christmas: *Wave Race 64, Extreme G, Diddy Kong Racing, Mario Kart 64* or *F1 Pole Position*?
3. How come Jes Bickham uses words which are out of this world? Some of his reviews are hard to understand.
4. Is the Tremor Pak similar to the Rumble Pak?
5. Should I get *GoldenEye*, because I wasn't really a fan of the film and some people say the game's based on it?
6. Do you think *GoldenEye* is the best game out so far, 'cos *Mario 64* was rated slightly higher, and yet you think it's awesome compared to *Mario 64*?

Matthew Bullman, Castleford

1. It varies. In the last issue, Chameleon Twist *only took a couple of days, but* Diddy Kong Racing *took James about six weeks. It depends how long the game takes to get through, basically, and how 'important' it is.*
2. The ones we play most out of those five are Mario Kart 64 *and* Wave Race 64. *But they're all good games.*
3. Sorry about Jes. He's got an English Literature degree and he knows how to use it.
4. It's virtually identical but, for our money, doesn't wobble quite so much.
5. The game's storyline is based closely on the film's, but the game is brilliant fun regardless. When did you last play a game – good or bad – with a good storyline?
6. They're both excellent, but they seem to appeal to different people. Super Mario 64 *is a real 'gamer's' game, loved by experienced Mario fans like Wil and Zy who play it late into the night.* GoldenEye, *meanwhile, seems to appeal to a broader audience of pros and casual players alike.* **Ed**

Write to: So Tell Me This..., **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.

Back Issues

Been away on your hols? Missed the last issue at the newsagents? All is not lost. Just fill out the form and enclose your fee and your missing issue will be winging its way in your direction, determined to keep your collection complete.

ISSUES 1-4 SOLD OUT

ISSUE 5
The Multi Racing/E3 Edition

World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. If that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps*!

ISSUE 6
The RPG Edition

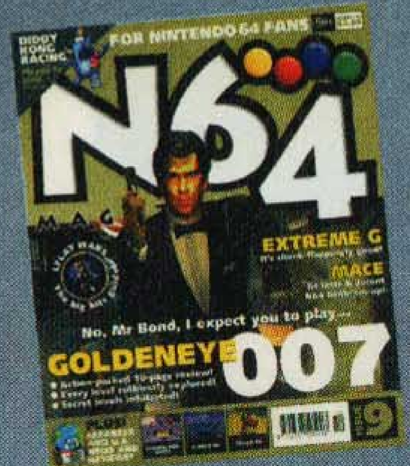
FuSoYa predicts the future for all of the N64's biggest RPGs including *Zelda* and *Mother 3*. PAL *Gretzky* and *Hangtime* are reviewed as well as *Wave Race* and *Mario 64*. *Pilotwings 64* gets all tipped up, there are Future Looks at *Rev Limit, Duke Nukem* and *Silicon Valley*, and there's our famous *Mario Kart* personality test too!

ISSUE 7
The Yoshi Edition

Piles of info regarding *Yoshi's Story*, as well as our first look at *Diddy Kong Racing*. *Doom 64* gets a thorough PAL review, with tips on how to do all the tricky and/or secret bits. *F1 Pole Position* gets taken around the track and import reviews include *GoldenEye 007* and *Goemon*. We also round up all the known *Mario Kart* short cuts.

ISSUE 8
The Lylat Wars Edition

A jam-packed 10 page review of *Lylat Wars*, plus the chance to take part in our *Lylat Wars* championship. *Top Gear Rally* goes head-to-head with *Multi-Racing Championship* and we review the import *Baku Bomberman*. There's also a *Blast Corps* guide and the chance to win heaps of N64 goodies.



ISSUE 9
The GoldenEye Edition

GoldenEye 007 gets a huge going-over and we also delve deep into *Extreme G*, a fast and frenzied futuristic racer. There're Future Looks at *Diddy Kong Racing, F-Zero 64, Chameleon Twist, NFL QuarterBack* and *Fighter's Destiny* plus a complete step-by-step guide to saving the galaxy in *Lylat Wars*. Don't miss out!

ISSUE 10
The DKR Edition

So you want to know how to play *DKR* – right to the end, find the secret characters and access the hidden worlds? **N64** Magazine has *all* the answers. *NFL and Madden* go head-to-head and we also review *Automobili, FIFA '98, Duke Nukem 64* and *Chameleon Twist*. Plus a complete guide to *GoldenEye* and a plethora of peripherals.

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DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

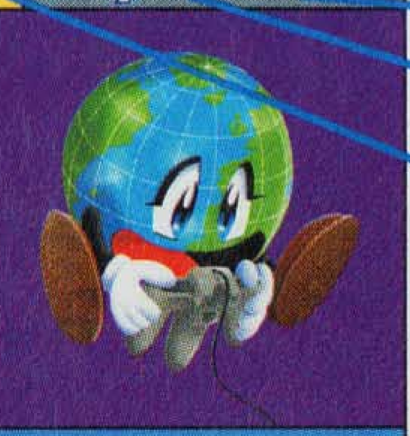
How it works

- The game's name
- Its publisher
- If it's an import, whether it's a US or Japanese one
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- The reviewer's initials (see below)
- Score
- The issue we reviewed it in
- How much it costs

DO YOU KNOW WHO I AM? 64

Pompousoft | UK release: Frequently | £0 | N64 11 ● 1% ● JA

You start the game as a small executive cog in a much larger machine but must aim to inflate your ego to status of legend. For instance, when sent abroad on business by your company, refuse to believe that you haven't automatically been given First Class status, build to a fit of apoplexy when your ill-tempered arguments with the innocent airline staff come to naught, swear, upset their leaflet display and march off in a huff shouting (as in all encounters) "Do you know who I AM?!?!"



- The more inadequate you actually start, the more points are scored for acts of pomposity.
- An automatic sense of superiority is essential for good point scoring in restaurants, hotels, etc.

N64 reviewers

JA = James Ashton
MH = Marcus Hawkins
W0 = Wil Overton
JS = Jon Smith
JB = Jes Bickham
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = Jonathan Nash
TT = Tim Tucker

UK Games DIRECTORY

AUTOMOBILI LAMBORGHINI

Titus | £50 | N64 10 ● 67% ● TW

It's not that the ludicrously-retitled *Lamborghini* is actually bad, it's just it's only really competent. It's not very fast, for starters (even though you're driving about in one of the nippiest cars in the world), while the tracks are fairly simple and the multiplayer mode is horrendously fogged-out and slow. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

● When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side to side.

BLAST CORPS

N64 STAR GAME

Nintendo | £60 | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the *Blast Corps* – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.

● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *Blast Corps* guide in **N64**/8.

CHAMELEON TWIST

Ocean | £60 | N64 10 ● 70% ● JD

A strange little Japanese offering this'n, with enough thrills and spills to keep you amused but with a woefully inadequate challenge – we reached the end in an hour and a quarter – and a horrifically muddy sort-of-3D environment. The multiplayer game, which puts the hyped-up *Bomberman* to shame, almost makes up for it, but at 60 nicker you're looking at an expensive hour's worth of ents.

● When doing the pole vault move, as you're springing back up press jump just a little way before you reach the top for an extra-high jump.

DARK RIFT

Vic Tokai | £60 | N64 9 ● 69% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.

● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

DIDDY KONG RACING

N64 STAR GAME

Nintendo/Rare | £50 | N64 10 ● 90% ● JA

Following closely in the footsteps of the awesome *GoldenEye*, *Diddy Kong Racing* is a second triumph in as many months for Rare. With its 40 possible track variations, extensive adventure mode and choice of three different vehicles – hovercraft, plane or kart – it's not a game you'll finish quickly. The downside? It's not quite as much fun as *Mario Kart* and, controversially, we reckon the multiplayer set-up is boring.

● To obtain an extra fast start, wait until the "Get Ready" sign appears, then press the accelerator after it disappears and just before "Go!". It's hard.

DUKE NUKEM 64

N64 STAR GAME

GTI **£55** | N64 10 ● 85% ● JA

Despite its cardboard-like 2D baddies and unconvincing controls, *Duke Nukem 64* is a commendably violent and vastly enjoyable conversion that, unlike *Hexen*, has stood the test of time well. Its new, improved explosions are gorgeous and its multiplayer game brilliant, but it's the superb one-player game that makes *Duke* as good as it is. Light years behind *GoldenEye* and *Turok* but still worth a go.

● Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)

DOOM 64

GT **£60** | N64 7 ● 77% ● JA

Think about it: *Turok's* far better than *Doom*, and *GoldenEye's* far better than *Turok*. So, for anyone other than those people for whom *Doom* is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.

● At the password screen enter ?TL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3&7.

EXTREME G

N64 STAR GAME

Acclaim **£60** | N64 9 ● 87% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.

● Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

F1 POLE POSITION

Ubisoft **£60** | N64 7 ● 71% ● JD

We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.

● If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

FIFA 64

Electronic Arts **£60** | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.

● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98: THE ROAD TO THE WORLD CUP

EA **£60** | N64 10 ● 83% ● TW

Who'd have thought it, eh? Banishing the memory of *FIFA 64* forever, the new, improved, British-assisted *FIFA '98* introduces the sort of fluid passing game that made *ISS64* such a stunning take on football. And while it still has a fair way to go to beat Konami's aforementioned title, there's plenty of promise here and a seemingly rosy future for the '99 version that'll be coming our way this time next year.

● Try using the Lob (the Top-C) to seek out players in front of you. It's a safer option than the ground-level pass as it avoids the man marker.

GOLDENEYE 007

N64 STAR GAME

Nintendo/Rare **£50** | N64 9 ● 94% ● TW

An utterly stunning take on the eighteenth Bond film, *GoldenEye* is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.

● On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ● Check out I, Spy, the free MI6 giveaway in **N64**/9.

HEXEN

Midway **£60** | N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where *Turok* reigns supreme, it's hard to recommend whole-heartedly.

● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

INT. SUPERSTAR SOCCER 64

N64 STAR GAME

Konami **£60** | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

KILLER INSTINCT GOLD

Nintendo/Rare **£55** | N64 3 ● 62% ● MH

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.

● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

GO! GO!

LYLAT WARS

Nintendo £60 | N64 8 ● 91% ● JN

Nintendo's first properly optimised conversion sees a full-screen Fox McCloud take on Andross at something approaching full 670Hz speed. *Lylat Wars* is not as perfect as it could be perhaps – it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tour-de-force for Shigs.

● Achieve gold medals on all levels for the four-player tank and Expert modes.
● Game guides in **N64**/8 and **N64**/9.

MADDEN 64

EA £55 | N64 10 ● 92% ● TT

Unlike *FIFA*, EA's *Madden* series has never experienced any slump in yearly performances. And its first outing on the N64 is as comprehensively fantastic as ever. Indeed, it's probably the best version of the game so far. Trawl your way through 300 running and passing plays, a steaming great load of offensive and defensive strategies and some superb motion-capture. This is, we're told, about as good as it gets.

● When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm… (Shuffle) We'll get back to you on this.

MARIO KART 64

Nintendo £60 | N64 4 ● 91% ● JD

While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

MORTAL KOMBAT TRILOGY

GT £60 | N64 1 ● 34% ● TW

Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

MULTI RACING CHAMPIONSHIP

Ocean £55 | N64 8 ● 71% ● JD

The conversion job given to *Multi Racing* has done it no favours – the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with *Top Gear Rally* it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.

● Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.

NBA HANGTIME

GT £65 | N64 6 ● 52% ● JS

The immortal *NBA Jam* series continues on the N64 with this dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with *Hangtime* is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.

● Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.

NFL QUARTERBACK CLUB '98

Acclaim £50 | N64 10 ● 86% ● TT

Although, on paper, *QuarterBack Club* looks a likely contender for *Madden's* crown, it doesn't actually manage to displace the old master thanks to some overly fiddly controls and a ludicrously tricky difficulty curve. But, crucially, it does have the NFL licence and the most stunningly gorgeous visuals you'll have ever seen in a sports game. More for the purists, yet, if you work at it, you'll reap the rewards.

● When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

PILOTWINGS 64

Nintendo £50 | N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.

● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

SHADOWS OF THE EMPIRE

Nintendo £55 | N64 1 ● 78% ● JA

With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

SUPER MARIO 64

Nintendo £60 | N64 1 ● 96% ● ZN

When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5.

TOP GEAR RALLY

N64 STAR GAME

Nintendo £55 | N64 8 ● 86% ● JD

People are put off *Top Gear Rally* by the cars you initially get to race with – they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is *Sega Rally* standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.

- Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
- Game tips in the review **N64**/8.

WAVE RACE 64

N64 STAR GAME

Nintendo £55 | N64 2 ● 90% ● ZN

Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

- To achieve the Helicopter stunt and 1700 points – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.

TUROK: DINOSAUR HUNTER

N64 STAR GAME

Acclaim £70 | N64 1 ● 91% ● TW

Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

- At the edge of a platform the screen will dip. Jump here to gain maximum distance.
- Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

WAYNE GRETZKY'S 3D HOCKEY

GT £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic *Wayne Gretzky* is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered – from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer – especially the two on two arcade mode – and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.

- Loads of tips in Tips Extra **N64**/5. ● For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Import Games DIRECTORY

THE GLORY OF ST ANDREWS

Seta | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

BAKU BOMBERMAN

Hudson Soft | UK release: November | N64 8 ● 50% ● ZN

Oh dear. The thrill with *Bomberman* was the multiplayer mode – Hudon have wrecked it by adding 3D. Single player mode is competent but uninvolving. A major disappointment.

GO GO!! TROUBLEMAKERS

N64 STAR GAME

Enix | UK release: TBA | N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated.

CLAYFIGHTER 63 1/3

Interplay | UK release: December | N64 9 ● 24% ● JB

Possibly the worst game in the world. Except, perhaps, for a game where you have red hot needles shoved into your eyes. Complete and utter crap.

HUMAN GRAND PRIX

Human | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1*, *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills.

CRUIS'N USA

Midway | UK release: TBA | N64 1 ● 34% ● JD

Racing across the USA isn't tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics use only a fraction of the N64's power. Avoid.

JANGOU SIM MAHJONG DO 64

Video System | UK release: Never EVER | N64 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably, but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in *ker-razy* Japan.

DORAEMON

Epoch | UK release: Unlikely | N64 2 ● 60% ● TW

Sadly, *Doraemon* turns out to be a slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps it's more suited to your younger brother or sister.

J-LEAGUE DYNAMITE SOCCER

Imagineer | UK release: Unlikely | N64 8 ● 66% ● TW

What chance has a sprite game in a world with *ISS64*? *Dynamite Soccer* is incredibly basic but persevere with it for long enough and you might get some joy out of it.

GANBARE GOEMON

Konami | UK release: Early '98 | N64 7 ● 80% ● ZN

It's never likely to threaten *Mario 64* in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

JIKKYOU WORLD SOCCER 3

N64 STAR GAME

Konami | UK release: Unlikely | N64 8 ● 91% ● TW

Perfect Striker became the improved PAL *ISS64* and in turn, PAL *ISS64* has become the improved *Jikkyou World Soccer 3*. World teams but no Scotland, Wales or Ireland!

J-LEAGUE ELEVEN BEAT

Hudson | UK release: Nope | N64 10 ● 52% ● TW

While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. In all departments. One word for you: *ISS64*.

J-LEAGUE PERFECT STRIKER

N64 STAR GAME

Konami | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals.

KING OF PRO BASEBALL

Imagineer | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute which is entertaining. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.

MACE: THE DARK AGE

Midway | UK release: December | N64 9 ● 81% ● JB

Mace has turned out to be a hefty, splendid-looking little beat-'em up that will certainly tide N64 owners over until Capcom arrive on the scene.

MAH JONG 64

Koei | UK release: Never | N64 3 ● 65% ● JD

Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, with its heavy reliance on Japanese text, things will still prove fairly tricky.

MAH JONG MASTER

Konami | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. Otherwise, the slickest of the mah jongs.

MISCHIEF MAKERS

N64 STAR GAME

Nintendo | UK release: December | N64 8 ● 90% ● JB

The US version of *Go Go!! Troublemakers,* and the addition of English text makes the whole thing a lot easier. It's still a brilliant game and it'll be out in the UK this Christmas.

POWER LEAGUE 64

Hudson | UK release: No, thanks | N64 7 ● 42% ● JA

We've got nothing against baseball – even though, plainly, it's tedious – but this effort from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful.

POWER PRO BASEBALL 4

Konami | UK release: Unlikely | N64 3 ● 54% ● TW

PPB4 is the fourth in Konami's series of baseball games. The game went ballistic in Japan but we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*.

PUYO PUYO 64

Compile | UK release: Nah | N64 10 ● 80% ● ZN

You didn't buy your N64 to play *Puyo Puyo*, but still. It's rollickingly good fun, as always, so, if you haven't played it and are rich, try it on for size.

TETRISPHERE

Nintendo | UK release: Early '98 | N64 7 ● 71% ● JB

The Game Boy's finest moment is now 3D with jungle-dance-techno music and a whole paint-palette-full of colour. A partially successful puzzle game, if not an essential one.

WAR GODS

Midway | UK release: Before Christmas | N64 4 ● 46% ● JA

Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. For beat-'em-up junkies only.

WONDER PROJECT J2

Enix | UK release: Unlikely | N64 1 ● 55% ● WO

Guide a robotic girl through various 'real life' situations with the overall aim of making her a real person. Weird, very Japanese and very difficult to overcome the language barrier.

NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer have a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

Die Hard Game Fan www.gamefan.com/
Game Japan www.rcp.co.jp/recca/
N64.com www.n64.com/

Nintendo Australia www.nintendo.com.au/
Nintendo Japan www.nintendo.co.jp/
Nintendo USA www.nintendo.com/
Nintendojo members.aol.com/peers2/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim (0171) 344 5000
Japan www.acclaim-jp.com/
US www.acclaimnation.com/
Activision (0181) 7429400 www.activision.com/
Argonaut www.argonaut.com/
ASCII www.asciient.com/
Atari Games www.atarigames.com/
Athena www.sega.co.jp/gamesoft/athena
Atlus www.atlus.com/
Blizzard www.blizzard.com/
BMG (0171) 973 0011 www.bmg.com/
Boss www.bossgame.com/
Bottom Up www.ifnet.or.jp/
Capcom Japan www.capcom.co.jp/
US www.capcoment.com/
Crystal Dynamics www.crystald.com/
Data East www.dataeast.com/
DMA Design www.dma.co.uk/
Eidos (0181) 636 3000 www.eidosinteractive.com/
Electronic Arts (01753) 549442 www.ea.com/
Enix www.marinet.or.jp/com/enix/
Epic Megagames www.epicgames.com/
Epoch www.fjt.co.jp/
Gametek (01753) 854444 www.gametek.com/
Graphics School http://204.174.42.103
Gremlin (01142) 753423 www.gremlin.co.uk
GT (0171) 258 3791 www.gtinteractive.com/
GTE www.im.gte.com/
Hudsonsoft www.hudson.co.jp/
Human www.human.co.jp/
Imagineer www.imagineer.co.jp/
Infogrames (0171) 738 8199
Interplay (01628) 423666 www.interplay.com/
Japan System Supply www.titan.co.jp/jss/
JVC (0171) 240 3121
Koei www.koei.co.jp/
Konami (01895) 585 3000
Japan www.konami.co.jp/
US www.konami.com
LucasArts www.lucasarts.com/
MicroProse www.microprose.com/
Midway www.midway.com/
Mindscape www.mindscape.com/
Namco Japan www.namco.co.jp/pacland/
US www.namco.com/
Ocean (0161) 832 6633 odon.com/ocean
Paradigm www.paradigmsim.com
Psygnosis (0151) 282 3000 www.pysgnosis.com/
Rambus www.reambus.com/
Seta www.seta.co.jp/
Shiny www.shiny.com/
Square Soft www.square.co.jp
THE Games (01703) 653377
THQ (01372) 745 222 www.thq.com
Titus www.titusgames.com/
Ubi Soft (0181) 941 4004 www.ubisoft.com/
Vic Tokai www.victokai.com/
Video System www.dreamsquare.co.jp/
Williams www.williamsentertainment.com/

Coming soon in... N64 Magazine Issue 12

GOING FOR COLD!

Shirking the effects of global warming, the Nintendo is celebrating this winter in style. So in the next issue of **N64** Magazine we'll be reviewing Konami's superb-looking *Nagano Winter Olympics*, along with the quirky, decidedly Japanese *Snowbo Kids* from Atlus. We'll also be finding out more about the brilliant *1080° Snowboarding* from Nintendo, *Twisted Edge Snowboarding* from Boss (the *Top Gear Rally* people) and Imagineer's *Snowspeeder*. Brr, eh?

There are dozens of other reasons to look forward to February's **N64** Magazine as well, including reviews of new N64 games from around the world, pages of exciting articles and news, and...

FREE GIFT!

Yes! Astonishingly, your unprecedented run of good luck continues into next month as we present you with yet another saucy present. As always, its precise nature must remain a secret, but you'll know by now to expect something well worth queuing up at the newsagent for!

The February issue of N64 Magazine will be on sale Wednesday, 28th January!

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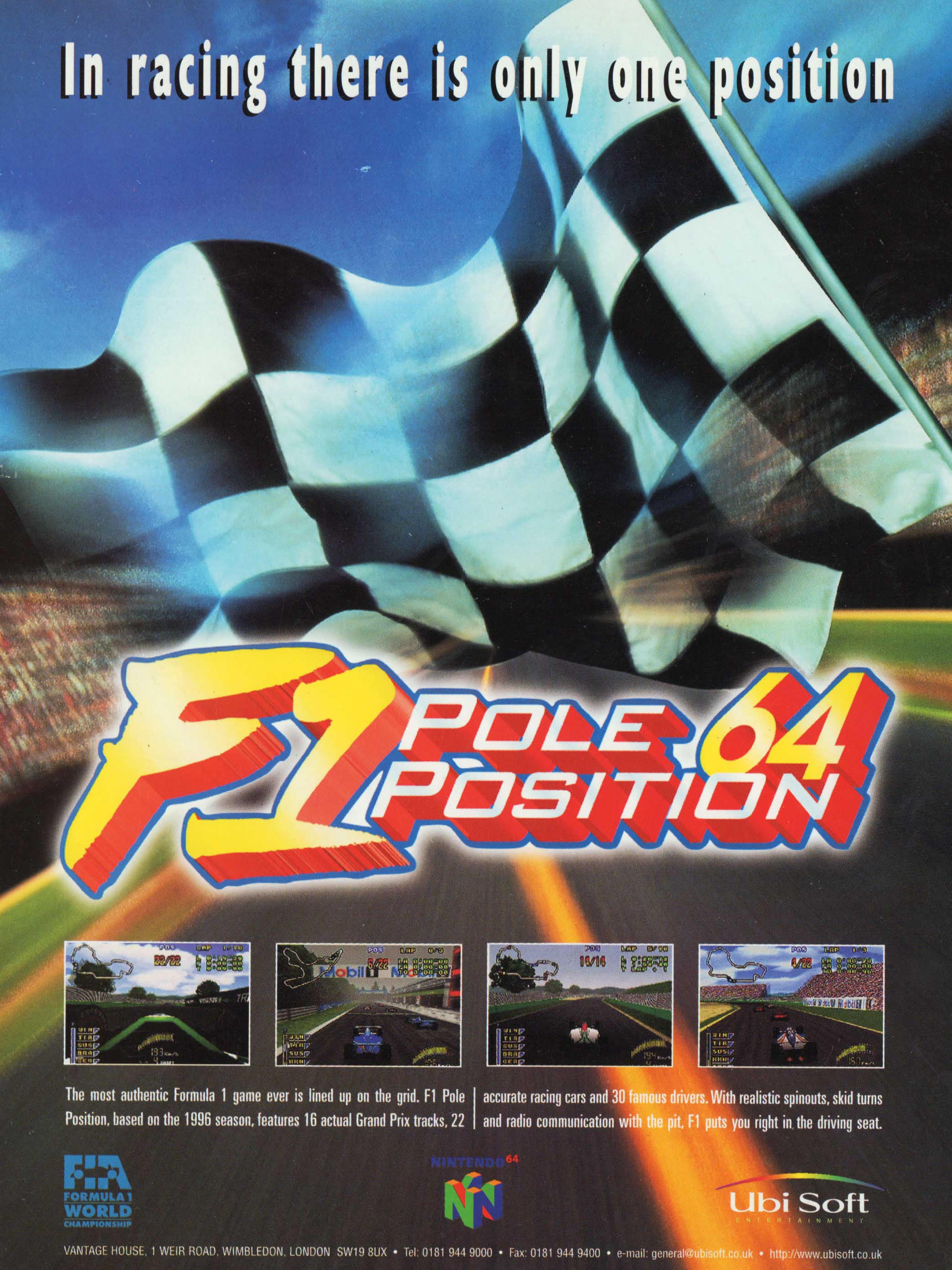

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OTHER GREAT STUFF

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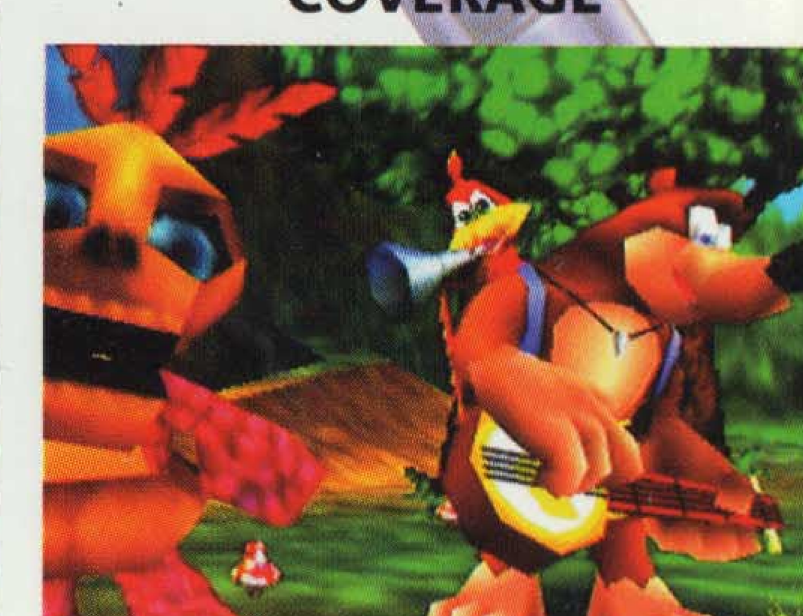

BANJO-KAZOOIE
LEGEND OF ZELDA: THE OCARINA OF TIME
1080° SNOWBOARDING
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DIDDY KONG RACING MASTERCLASS
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